THE FUTURE OF PLAYSTATION
WHAT PSX AND PSP MEAN FOR YOU AND YOUR GAMES

WANNA BE A TESTER?
FIND OUT WHY IT'S SUCH A LOUSY JOB

PLAYABLE DEMOS INSIDE!
INCLUDING APE ESCAPE 2 AND THE AWESOME GLADIUS!

ROBOTS IN DISGUISE
THE TRANSFORMERS ARE COMING TO PS2

OFFICIAL U.S. PlayStation MAGAZINE

SPLINTER CELL PANDORA TOMORROW
GAME NAMES NO LONGER HAVE TO MAKE SENSE

METAL GEAR SOLID 3 SNAKE EATER
SEE WHAT WE MEAN?

59 AWESOME GAMES PREVIEWED INSIDE

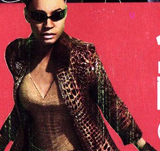
Official U.S. PlayStation Magazine Issue 71 (August 2003)

THIS COULD BE THE SURPRISE HIT OF THE YEAR

EXCLUSIVE FIRST LOOK!

NEED FOR SPEED UNDERGROUND

CHEAT!
- ENTER THE MATRIX
- THE HULK
- APE ESCAPE 2
- ARC THE LAD



1378 RATINGS
★★★★★

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AUGUST 2003 ISSUE 71
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WWW.PLAYSTATIONMAGAZINE.COM

Downhill Domination. Are you equipped for the challenge?
TEEN
T
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ESRB
Mild Language
Violence
PlayStation 2
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Sack up, gentlemen. The first downhill mountain bike racing game for PlayStation® 2 is here. Introducing Downhill Domination,™ where to get to the top you have to get to the bottom first. That means bombing down wickedly steep mountains. Busting tricks off 100-foot cliffs. And brawling your way past opponents with a combat system that lets you punch, kick and even hurl water bottles. The prize? The latest high-tech bike parts and sponsorships from real-world manufacturers. And the most admired *cojones* on the mountain.

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ADMIT ONE
SOONERS
SOONERS
UCLA

EVERYONE
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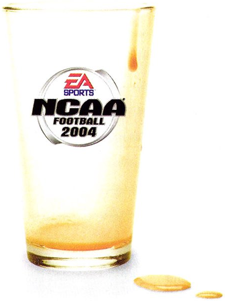

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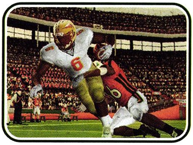

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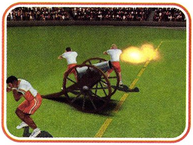
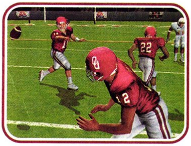


MORE ATMOSPHERE

Revel in 200+ fight songs, cannons firing and cheerleaders with giant flags. With your current team, or as far back as the '24 Fighting Irish.



NEW PLAYBOOK

Utilize the wide-open offense with over 200 new plays including tricky stuff like the WR reverse pass.

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ncaafootball2004.com
AOL KEYWORD: NCAA FOOTBALL 2004

A New Class of Monkey

Pink Monkey

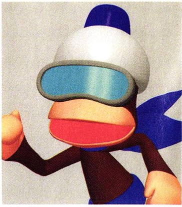
Most Likely to Be a Pop Star

El Toro

Most Likely to Grab the Bull by the Horns

Harley Q. Win

Most Likely to Annoy the King



Billy

Most Likely to Get a Speeding Ticket

Monko Polo

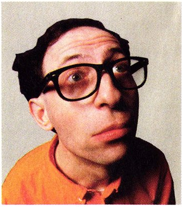
Most Likely to Find a Legendary Banana

Natalie

Most Likely to Lose Her Wits

Marshall

Most Likely to Punch the Ref

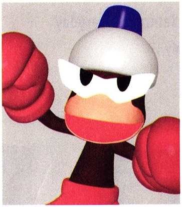


Larry

Most Likely to Step in Monkey Poo

Mr. White

Most Likely to Be an Evil Scientist



Balboa

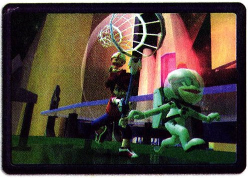
Most Likely to Live in a Meat Locker

Norman

Most Likely to Drive a Humvee

Specter

Most Likely to Take Over the World



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CONTENT RATED BY
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Comic Mischief
Mild Violence

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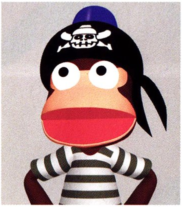
Catching Madness

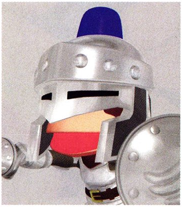
Leo
Most Likely to Catch a Fever


Stephenson
Most Likely to Walk the Plank

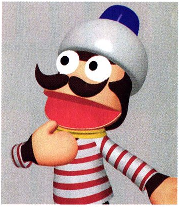
Jimmy
Most Likely to Save the World

George
Most Likely to Be Inquisitive

Buzz
Most Likely to Be Lost in Space


Arthur
Most Likely to Get Pierced

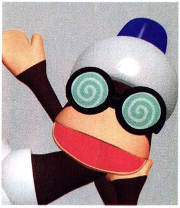
Parka
Most Likely to Chill


Punto
Most Likely to Sink the Gondola

Cleo
Most Likely to Walk Like an Egyptian

Yellow Monkey
Most Likely to Be a Pro Wrestler

Libby
Most Likely to Swim to Ellis Island


Spud
Most Likely to Be a Hypnotist

300 monkeys. They're smarter. They're zanier.
And they're trying to take over the world.

APE ESCAPE™ 2

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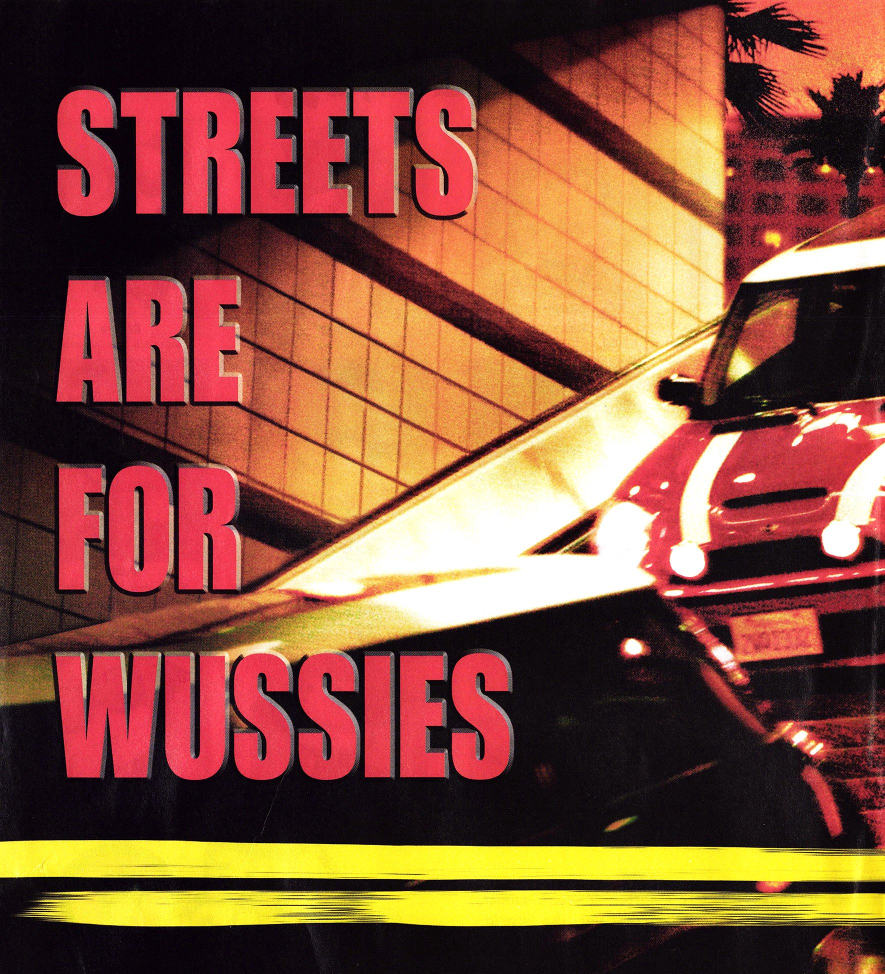

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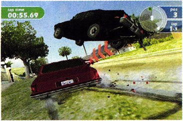
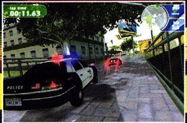


Race through L.A. driving 10 different vehicles.



Master 4 modes from death-defying stunt driving to multiplayer madness.

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OFFICIAL U.S. PlayStation MAGAZINE

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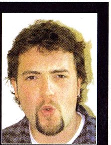
LOTS OF GREAT STUFF AND LOTS TO TALK ABOUT

No *Fast and the Furious* clichés, guaranteed



John Davison
Editor-in-Chief

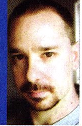
Aside from our cover game, which frankly is absolutely stunning, we have an awful lot of very impressive stuff to dish up for you this month. The Electronic Entertainment Expo (E3) in May was one of the best ever for showcasing great games, and we have an absolutely gigantic Previews section, where we serve you with all kinds of goodies.

Outside of the obvious stuff to get all gooey about, such as *Metal Gear Solid 3: Snake Eater* (check out our interview with series creator Hideo Kojima on page 42 for some juicy details, which you won't have read anywhere else) and *Gran Turismo 4*, there were some great surprises. The biggest was Ubi Soft's new *Prince of Persia* game, *The Sands of Time*, which for many was the game of the show. Any of you pushing 30 will surely remember the original game by Jordan Mechner on the Apple II and the Atari 800, and probably the subsequent remakes for various machines since. Well imagine that, brought up to date by the folks who made *Splinter Cell*. Wow. Now turn to page 60.

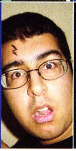
ABOUT OUR CONTRIBUTORS

KAREN JONES
When she's not busy with her main gig at *The New York Times*, Karen takes time out to hook us up with a Hollywood connection. This month, she sat down with *Spawn* creator Todd McFarlane to talk about his *Evil Prophecy*.

JOHN SCALZI
John's battened down for the summer to finish two books: *The Book of the Dumb* and a still-secret sci-fi novel for Tor. Luckily, he still found time for us. Oh, and yes, this is the same John Scalzi. You can ask him yourself at www.scalzi.com.



RAVI HIRANAND
He lives in London, loves soccer (except he calls it "football" for some reason), and is apparently a pretty serious Harry Potter fan. He also writes our "Only in Japan" column each month, and we think it's pretty damn funny.



PENNY ARCADE
Tycho went to Europe this month, and Gabe went down the street. It was a momentous occasion for both of them. Read their thrice-weekly comic and accompanying news post, and you will laugh a lot. www.penny-arcade.com

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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EARLY CHILDHOOD RATING Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.	**EVERYONE RATING** The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.	**TEEN RATING** Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.	**MATURE RATING** These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.	**ADULTS ONLY RATING** The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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MODEL FEATURED:
The FURY

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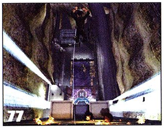
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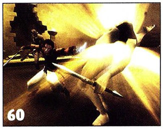
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REGULAR BITS

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16 INPUT
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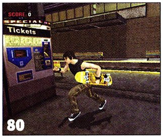
26 SPIN
Shocking news of a completely new Sony device incorporating PS2 hardware, plus much more.

104 REPLAY
A whopping 16 pages of tricks, strategies, and archived reviews. You bought it, we've got it covered.

120 P.S.
This month we pause to honor the dearly departed. Plus: Penny Arcade and P.S.A.T.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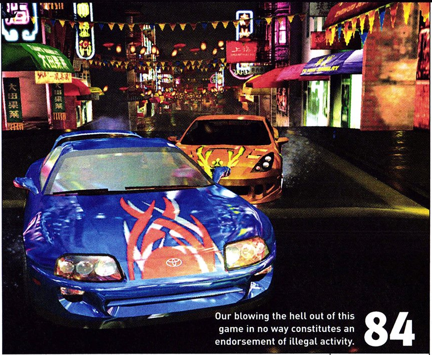
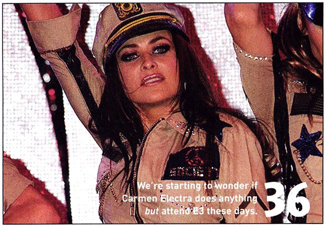

Our blowing the hell out of this game in no way constitutes an endorsement of illegal activity. **84**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Need for Speed Underground is too fast for you. You can't catch it, so don't even try.

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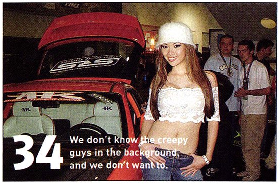

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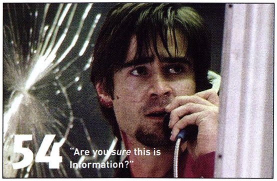

54 "Are you *sure* this is Information?"

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

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Star Wars: Bounty Hunter
Tony Hawk's Pro Skater 4
Grand Theft Auto: Vice City
Robotech: Battlecry
NHL 2K3
Clock Tower 3

PLAYSTATION UNDERGROUND TEAM
Demo Disc Producers **Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan**
Marketing Team **Kim Yuen, Chris Hagedorn, Steve Williams**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
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3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**

SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Michelle Manahan, Christine DeNezza

CHEEKY

CAN YOU FIND ALL 12 MONKEYS IN OUR APE ESCAPE 2 DEMO?

Like the first game, *Ape Escape 2* is a surprisingly fun and occasionally innovative platformer. But don't take our word for it; play it yourself. And when you're done, try the following challenges for a few of the other playables on the disc. And don't forget about the other features!

OFFICIAL U.S. PlayStation MAGAZINE
Issue 71
SONY
NTSC U/C
SCUS 97246
DVD
RP-M
ESRB
PlayStation 2

APE ESCAPE 2

THE DETAILS:
Two levels, 12 monkeys, and a pretty strict time limit. Hurry through the first level and you'll have access to a few new gadgets, including the monkey radar system. Chimps—gotta love 'em.

HAVE YOU TRIED...
...a spinning attack? Equip your Stun Baton and rotate the right analog stick quickly. You'll go into a spin move that will help you fend off entire groups of enemies.
...swimming out to the island on the beach level? There's a whole new world in there, complete with one monkey who hops in a flying saucer and flies away. Just jump into the air and whack the saucer.

SPLASHDOWN: RIDES GONE WILD

THE DETAILS:
You get to conduct a full race on the Pirates of the Caribbean–themed level. Keep an eye out for new pathways; a few will open up as the race progresses. And dig that stirring, orchestral soundtrack.

HAVE YOU TRIED...
...breaking through the wooden gate on the fortress? Those rocks in front of the entrance actually make a fairly good ramp, giving you access to a pretty solid shortcut.
...hydroplaning? Pull back on the left analog stick and you'll get more speed.
...flipping your Sea-Doo? Tap Up then Down on a ramp to flip. Left and Right work, too.

GLADIUS

THE DETAILS:
Lots and lots of gameplay to be found on this demo—though it all moves pretty slowly. Don't worry too much about following the dialogue; it's not going to make much sense.

HAVE YOU TRIED...
...different attacks? Hit L1 and R1 to cycle through the different attack options. For some reason, you'll open up different attacks as the battle progresses. Some of them are set up like minigames, requiring quick reflexes to pull them off.
...teaming up on your opponents? The best way to plow through your opposition is to sic all your fighters on one enemy at a time.

ARC THE LAD: TWILIGHT OF THE SPIRITS

THE DETAILS:
The unfortunate time limit on this demo barely gives you enough time to get a feel for the game, but you do get to see some of the lush design and get a glimpse of the broader story.

HAVE YOU TRIED...
...actually getting into a battle? Don't spend too much time wandering around town or you won't have enough time to get to the Scrappe Plateau.
...going to the refinery and then talking to Banjo? He'll be in the items shop. After a spectacular display of an admirable work ethic, he'll give you a new weapon part which will make Kharg's sword mildly more powerful.

MLB SLUGFEST 20-04

THE DETAILS:
Like every other baseball demo we've had, it's three innings of Giants vs. Angels. Unlike every other baseball demo we've had, you can physically beat the snot out of your opponents.

HAVE YOU TRIED...
...beating on base runners? While covering a base, tap Circle to pummel the base runner. Be careful, though; if he hits back, he could knock the ball out of your hand.
...beating on batters as they're leaving the field? There's just nothing more satisfying.
...not touching the controller for a bit? After awhile, the commentators will start ripping on you.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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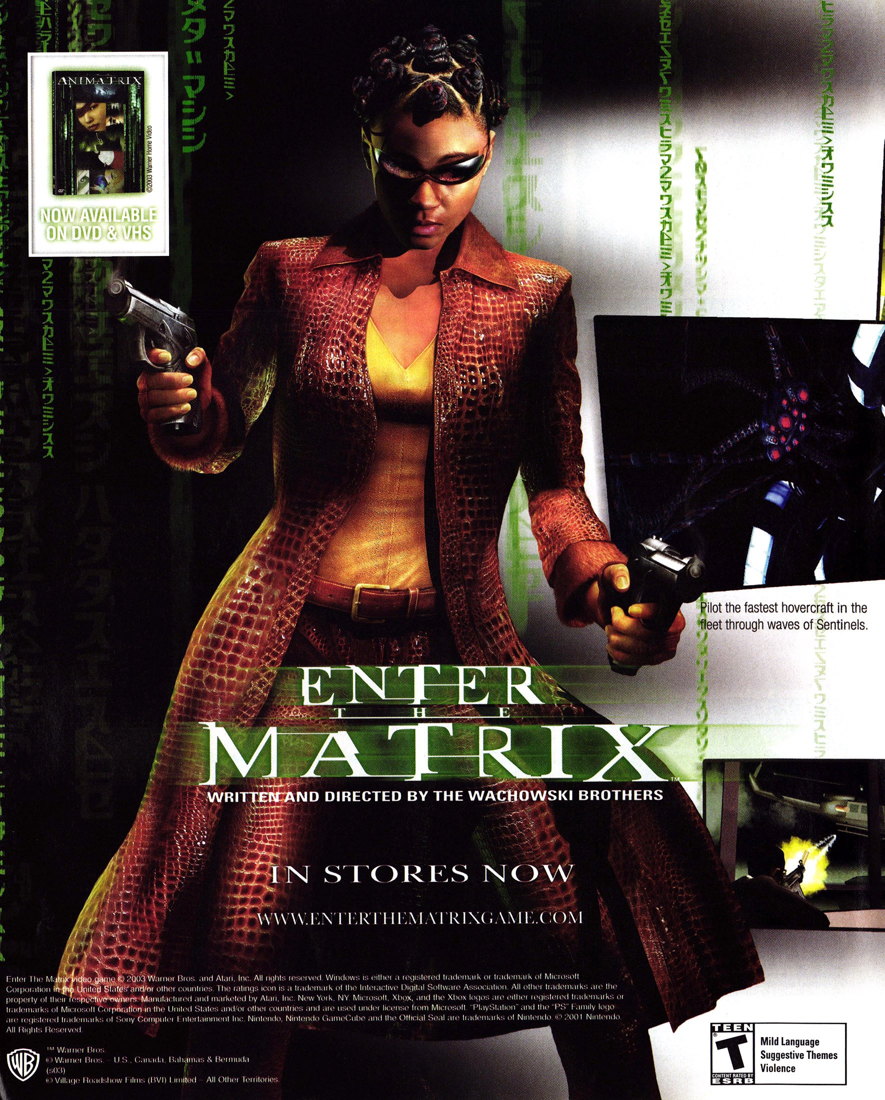

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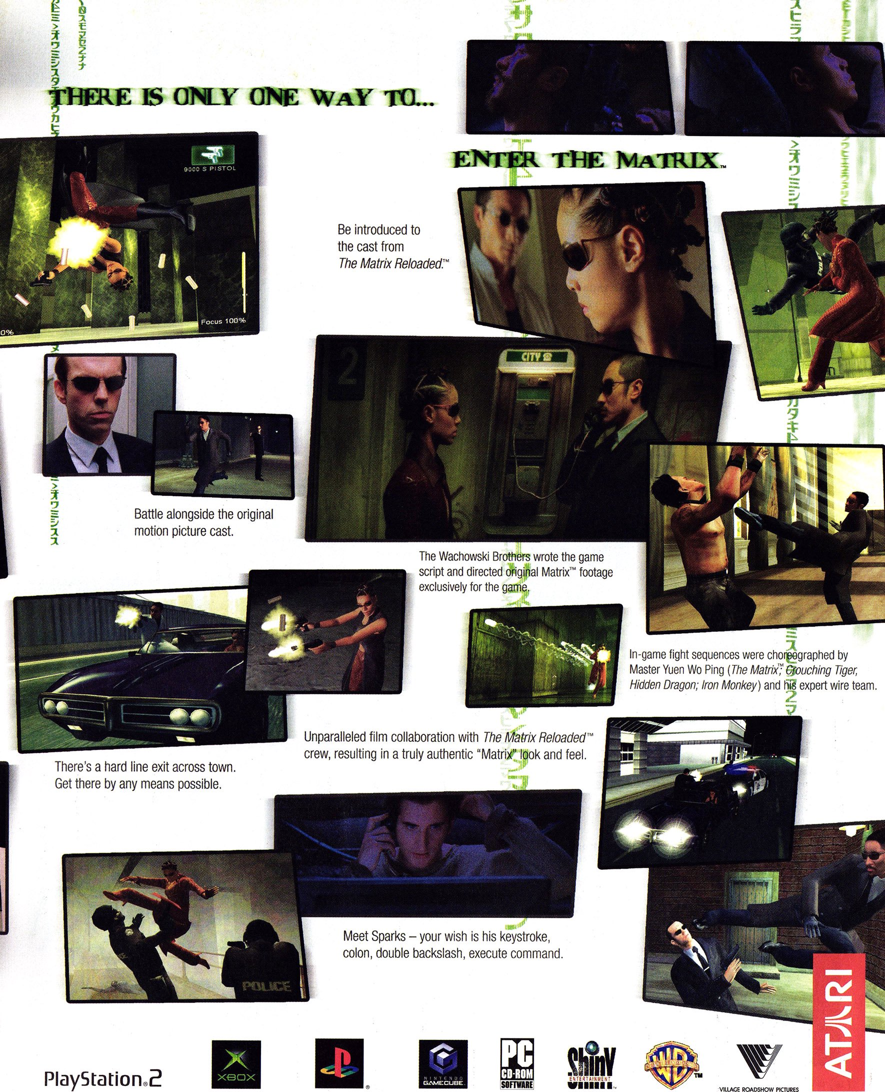
Suggestive Themes
Violence



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INPUT

What's everyone talking about? Find out here!

91% The average review score for *Ico*, according to www.gamerankings.com. It's sold a paltry 150,000 copies.

OFFICIAL U.S.
PlayStation
MAGAZINE
GRAN TURISMO 4
METAL GEAR SOLID 3
CASTLEVANIA
HULK
X2 WOLVERINE
NBA STREET Vol. 2
THE SIMS
SPLINTER CELL
1355 RATINGS

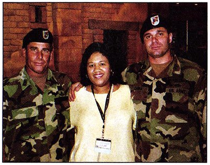
The Hulk movie has plenty of people excited. Not so with the game. On the *OPM* message boards, MegoW64 says "I think the game will be just another mediocre movie game that can't live up to the hype." (C.Bake's enthusiastic review didn't seem to convince many.) JustinCredible1 stated it the most succinctly: "Lame and lamer."

A New Definition of "Booth Babe"

I am a 32-year-old single woman gamer (there are many more of us than you realize). I went to E3 last year and this year and I tell you, I was in heaven because of all the men (no, you're NOT all geeks!). Each time, I came back and bragged to everyone about all the cool stuff I got, and even brought plenty of gifts for everyone. All of my female friends—some gamers and some not—thought it was awesome to hear about all the men there. I mentioned the "booth babes" to the guys, but I'm never intimidated because I have what they have, its just not on display.

I noticed there seemed to be fewer scantily clad women this year than last. One of the main reasons is because there were more women from the gaming industry enjoying the exhibits. To be honest, if I was in management at a game company and had some say on who was going to represent my company, it wouldn't be some scantily clad female passing out key chains with an attitude. It's OK if you're portraying a character from a game. For example, last year they had a girl dressed like Bloodrayne and she looked really cool. And the women representing Nintendo always look good: attractive, but not skank.

This is where my respect for this magazine grew by leaps and bounds: You gave *BMX XXX* an honest and professional review. You said all the XXX stuff was cheesy, not funny, and served no purpose. You also shot down *Hooters Road Trip* because it was, well, crap. But games like *Fear Effect* (which I love) are great for the gameplay, graphics, storyline, etc. Yeah, Hana and Rain are hot, but there is substance there as well. Same for *Devil May Cry* and *Metal Gear Solid*; Dante and Snake are hot, but if the gameplay was crap, it wouldn't last long. You cannot rely on cheesecake to sell games; gamers represent a much larger demographic than teenage boys. Us ladies have lots of money. How the hell do you explain the moneymaking phenomenon of boy bands?



By the way, for Sam Kennedy's sake (smile), I've included a couple of pictures I took with a few "booth babes." Enjoy!

Tracey Lynette Farmer
via e-mail

We're nothing if not equal-opportunity objectifiers.

Flex Those Muscles

Will muscle cars ever again enter the *Gran Turismo* series? I think it would be awesome to see the old cars like as if seeing them in person.

Nick Anguiano
San Antonio ,TX

Nick, you're in luck. *GT4*, with its emphasis on automotive history, will have a whole garage full of USDA prime muscle. When we played the game at E3, we saw a Pontiac GTO, a Chevelle SS 454, and a Plymouth Barracuda 450-6, among others. We can't promise any of these will be in the final game, since Sony hasn't even come close to finalizing the car list, but it's a good bet we'll see these and many, many more.

Wake Up

I'm glad you showed your support for wakeboarding in your Issue #70 review of *Wakeboarding Unleashed*. There are definitely more than 11 people protesting—there have to be at least 12, maybe even 13 of us. But seriously, I've been a wakeboarder for some time now and anyone who has actually tried wakeboarding would agree with me that it is the best action sport out there. It is in the X-Games, and it's considerably cooler than fruit-booting—I mean rollerblading.

Nick McCloskey
BestOllier@aol.com

Well, it's easy to be enthusiastic when the game's so great. Have you ever seen us give a high score to a rollerblading game?

More Ico Evangelization

Over and over again, I have told people about *Ico*. Yet they never seem to believe how great it is, nor even give it a try. Why not? *Ico* is the most unique game I've ever seen. It's not filled with loud crappy music.

It's not about hacking and slashing, robbing and stealing, raping and pillaging. (Well, there *are* those smoke spirit things to be dealt with, but hey, they're only smoke, right?) You're not driving yourself mad trying to collect this and that (and feeling in the process like if you don't, you will somehow be greatly disappointed in the end). It is without health bars or other "screen clutter" before *The Getaway* ever thought about doing the same! The sounds are near perfect. The pace *is* perfect. The sense of spatial depth is magnificent. The environments are almost beyond belief and make you want to go there.

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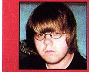
GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com. The hottest topic this month was The Picture Thread, to the tune of about a thousand messages. Who are we to argue? Welcome to the *OPM* Message Board Class of 2003.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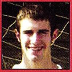
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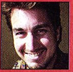
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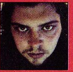
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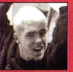
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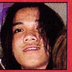
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INPUT

"PC Load Letter"? What the f— does that mean?

THE VIEW FROM THE SHOW FLOOR

E3 through the eyes of OPM readers

Everyone knows E3 is an event exclusive to members of the videogame industry. But there are folks in plenty of areas of the industry (retail, for example) who don't often get to see games as far in advance as we do, and for those people, E3 can be quite a spectacular shock. So, after running into E3 first-timers (and OPM message-board denizens) ***OralB808*** *and* ***LiquidEagle*** *at this year's show, we invited them to contribute their thoughts on how E3 looked from their perspective.*

LIQUIDEAGLE (MATTHEW WRIGHT)

As soon as I was on the show floor of South Hall, I knew E3 was a true paradise. Games, booth babes, more games, and a lot of people just like me. Most important, though, is just the presence of the games. Since gaming is still becoming a part of the mainstream of all America, it's hard to find a place where games are the first priority. Once you're on the show floor, though, you feel right at home. Everybody's there for one common purpose—games, and damn fine games at that.

There's just an overwhelming feeling of awe when you see the franchises you know and love move from a small cardboard stand-up at Wal Mart to a gigantic movie screen people gather around every hour. There's something there for everybody, and it's the newest of the new stuff. Not a single game shown there was on shelves at stores—it was like getting one gigantic exclusive look at every game coming out in the next year.

But one drag about E3—believe it or not—is the games themselves. Since there are so many games (and a lot of them look awesome) and not that much time, budgeting your time becomes a very critical factor. One could spend an entire day in one half of just one of the two halls, playing every game, getting info on every company, and talking to representatives. However, you'd miss a lot.

My personal favorites were *MGS: Snake Eater*, the new *Castlevania*, and *SOCOM II*. Each game added more and more to what was already the experience of a lifetime.

ORALB808 (ROBERT BYKOWSKI)

This year being the first time I've ever attended E3, I wasn't sure what I was getting myself into. Needless to say, I was taken aback by many things I never expected to see.

For starters, I never expected everything at E3 to be so decorated. Every booth is lavishly decorated to ridiculous proportions, with intricate displays that appear to be more expensive than some of the games they're promoting.

I also had no clue that so many developers and producers are on hand at E3 just to talk to you and get feedback about their latest projects. As an example, I had the chance to talk to one of the makers of a certain strategy series featuring worms, about the series' switch from 2D to 3D. We spoke about myriad different things, even going so far as to talk about what worked and what didn't work in previous installments. It's quite humbling to hear the makers of your favorite games openly admit and discuss things that didn't work. It's one of my more lasting memories of the show.

And, surprisingly, I certainly didn't expect to find myself playing so many games. If it had a controller, I played it. With so many sleepers that come out of E3 each year, I didn't want to take the chance of not seeing something.

Undoubtedly, I missed a few games, and that in itself is another thing I wasn't anticipating. E3 is rather short. It spans three days, but it's only open for about eight or nine hours each day—which is not enough, if you ask me. They should've taken into consideration that when you've got games as amazing as *Prince of Persia: The Sands of Time* out on the floor, people are going to need more time!

QUICK HITS

STAR POWER

It sounds like you like *MC2*'s online play, yet it got one star for online play in issue #69.

Spencer Congdon
mmmm-power2002
@yahoo.ca

That was a misprint; it should have gotten four stars.

SUCKITUDE

You missed a great game on your 50 Essential PS2 Games: *Blood Omen 2*. Where else do you play as a bad guy?

Matt Jablonsky
pattilemay
@mailbug.com

Do the letters *GTA* mean anything to you?

SPARKY!

I had a game with scratches on it, so I microwaved it and it started to melt and spark. I was misled by your article. Now my mom is mad at me.

Corey
bakerboy550
@yahoo.com

You probably used the wrong power setting.

SAVED

In issue #69, you say you can carry over your save files from *.hack* and *Dark Cloud 2* to their sequels. Was this a typo, meant to say *.hack* and *Xenosaga*?

Sarah Franks
via e-mail

Yep. Sorry.

Yet still, in an age where the microwave unfortunately wins out over the 24-hour fourth of July backyard barbeque, *Ico* shows us the joys of patience and serenity, of brain over an Uzi or an AK-47. It is Mr. Miyagi to Jackie Chan. It is Mozart compared to Snoop Dogg. Why aren't there more games like this? Is there ever going to be an *Ico 2*, or other games as refreshing and relaxing to play as this one? The team that made *Ico* should be extremely proud of its work (AND MAKE MORE GAMES LIKE IT)!

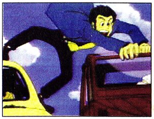
"Hugh Jerrod"
icorocks@aol.com

Will all you people please go out and buy this game already? How many times do we have to tell you it's great? Anyway, any news of *Ico 2* is still being kept firmly under wraps, but we're betting *Prince of Persia: The Sands of Time* will tide you over until the next great adventure game comes along. Check out our huge preview on pg. 60. And if you're looking for an immediate fix, hunt down a copy of *Out of This World* online. It's very, very old, but the simplistic, puzzle-based gameplay had to have influenced the designers of *Ico*.

Lupin's Lair

In the "Loopy Lupin" story in Issue #69, your writer claims that "...Lupin is finally infiltrating our shores...."

Either I'm old (thirty-something) or your writer is young (no doubt in my mind), but this is not the first game to feature Lupin. Back in the '80s, in the heyday of the first laser disc coin-ops, there was a game called *Cliff Hanger*.



This was a laser disc cartoon game much like *Dragon's Lair*, where you had to hit the correct directions with the joystick and action button at the proper time interval in order to progress through the game.

Cliff Hanger was made from a *Lupin* anime episode. I have inquired to Digital Extremes (maker of several classic laser disc games for DVD) and have been told that the person who owns the copyright to *Cliff Hanger* has been very protective of the property, and will not allow them

DID YOU KNOW?
Mike Judge, director of *Office Space,* makes a cameo as the manager at Chotchkie's.

to re-release this game. I fondly remember dumping tons of quarters into this game as a youth in Long Island (at what was then an unheard-of 50 cents a pop) and I'm still holding out hope that they'll be able to get this out here.

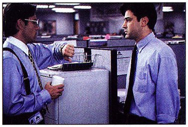
Just thought I would try to help educate your seemingly young writer, and your readers who may not be old enough to have experienced this groundbreaking game.

Vince DeBernardi
Martinsville, IN

Nice catch. You're right, video from *Lupin III* was used in *Cliff Hanger*, which came out (yikes) 20 years ago, in 1983. Interestingly, it wasn't actually a *Lupin* game, though—your character's name was Cliff. Weird.

I Believe You Have My Stapler?

I was playing *Enter the Matrix* and halfway through the post office level, I heard a conversation between two employees that I think was a reference to the movie *Office Space*. If any of you down at *OPM* have seen this hilarious film, you'll remember at the the beginning when Ron Livingston's boss and six of his co-workers ask about the cover sheet he should have included with his TPS reports. They're also asking over and over if he got "the memo". Well, in *Enter the Matrix*, the conversation I heard went along the lines of, "So did you do the cover sheet for the TPS reports?" "Yeah, but I almost forgot." "Did you get the memo?"



When I heard this, I laughed harder than I ever have in my life. But I just wanted to know if any of you have heard this and recognized it as I did, and if my suspicion is correct. Thanks.

Jesse Schwartz
via e-mail

***Office Space* is one of those cult-classic things, probably because it just seems to get funnier every time you see it. It doesn't surprise us at all that the guys at Shiny threw those lines in as a tribute.**

Online On Track

I think the PS2 is falling behind in online games. Xbox gamers get to talk in any online game if they have Xbox Live. We can only talk in *SOCOM*. Plus, there are only a few selections of good online games for PS2. Don't you guys think PS2 online games are falling behind?

Bernard Hayes
iali724@msn.com

We might have been tempted to agree with you before this last E3. Then we saw that PS2 developers have finally caught on to that whole online thing. EA Sports, for example, is now putting online play in all its games—*and* it's also supporting voice chat for everything. We also saw a ton more games with online support. Trust us, online is alive and well and here to stay.

Where Does Funny Come From?

In *Ratchet & Clank*, I noticed some little amusing details put into the game. If you pull up a Gadgetron Vendor and stare at the scrolling green sentences up at the top of the screen you'll find interesting phrases like "Eat at Joe's," "Help! I'm stuck in this box!" and my personal favorite, "Gadgetron showrooms are conveniently located on all the inhabited worlds, also the entirely uninhabited bogs of Trachea Five. We don't really know how that one got there. Engineering blames Marketing, Marketing blames Legal, and Legal has been at a 'conference' on the tropical planet of Bahamia for the last six months and they don't return our calls."

Ben WT
bent30@mail.com

Hysterical. Who says games can't be genuinely funny?

Chaotix: NOT EVIL!!!

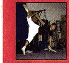
In issue #70 you guys have a little section about *Sonic Heroes*. In that little blurb, you talk about two teams you can play as. The first you talk about is the Sonic Team composed of Sonic, Tails, and Knuckles. Then you mention the

COUPLES WHO PLAY TOGETHER STAY TOGETHER

Meet a pair of real-life dynasty warriors

Dear *OPM*,
I have a new couple for the "Couples Who Play Together Stay Together" piece in your Input section.

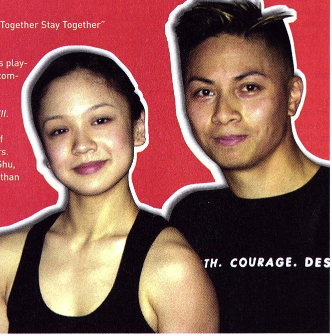
SHE: A relentless *Dynasty Warriors* player. Melissa is a top-rated WuShu competitor and trains under Anthony Marquez, the actor who portrayed Kung Lao in *Mortal Kombat II* and *III*.

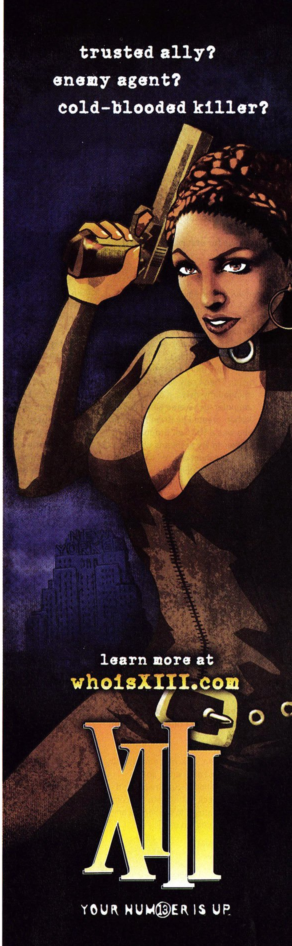


HE: Sales & Marketing Manager of KOEI, publisher of *Dynasty Warriors*. Jarik, who also specializes in WuShu, has studied martial arts for more than 10 years.

WE: Spend endless hours playing *Final Fantasy X*, *Amplitude*, and *Dynasty Warriors 4*'s Versus mode. In our last bout, she gave me a 15-2 ass whuppin'. Since then, we've reconciled and plan to spend our next vacation in Zanarkand.

Kind Regards,
Jarik R. Sikat

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Vazhar SMASH!

www.campchaos.com
Home of *Napster BAD!*, a hysterical series of Flash cartoons about Metallica's troubles with former music-trading service Napster.

"bad guy" team call the Chaotix. The Chaotix are not evil!! They were from the Sega 32X game called *Knuckles' Chaotix*. They were a team lead by Knuckles to once again thwart the plans of Dr. Robotnik. They aren't bad guys.
Bernard Hayes
iali724@msn.com

Thanks for setting us straight.

Vazhar Saves the Day Again

About a year ago, I was worried about what college I could go to so I could learn how to create videogames. I didn't even know there was any such major. Then I saw something that changed my views: a picture of a computer-generated genie named Vazhar, created by Brian Germain, who was a Full Sail Graduate. The answer to my problems was right there: a school where I can major in Game Design and Development that was only a short distance from home (from South Carolina to Florida).

From that day forth, I did everything in my power to try to enroll in this college. Now, after a lot of work, I am scheduled to start classes on January 1, 2004. To think that my childhood dream will be granted in just a few short months. I want to thank you for all you have done for me, seeing as how it was you who helped me find the way to my dreams.
Dondi Montique Bethea
DMajorBoss@aol.com

Well, we're happy to help, and we'll pass your gratitude on to Vazhar the next time we see him.

FFXtra

I'm at home, sick with a nasty cold (no, really, I am), and I am extremely bored. So I thought I'd go and check out Playstation.com. Instead of going to the American website, I clicked on the Japan website. I couldn't really understand anything there, but thankfully, my computer has a translator. You see, I really love *Final Fantasy*, so I've been watching *FFX-2* for some time now. I went ahead and looked around for it. After a whoppin' 2 seconds, I found what I had been looking for...or so I thought. I found a special edition PS2 entirely dedicated to *FFX-2*! I also found three special edition memory cards, each featuring one of the three main characters. I knew that Japan was really into their games, but I didn't expect this! Why don't we get that kinda stuff?
Ian Hickey
mirra101@hotmail.com

We don't get that kind of stuff because the entire country of Japan hates you, personally, Ian. No, seriously, as mainstream as gaming is getting in the States, it's not nearly as much of a cultural phenomenon as it is in Japan, so we don't get nearly as many goodies. Maybe in a few more years....

Overrated?

Now, I agree with pretty much everything on your Overrated list in issue #69, but ONE: Lara Croft's rack. Now, sure, they're completely computer generated, but, just look at 'em...whoa...heh heh...hey, what? What was I talking about? Oh right, Lara Croft. That new game looks good.
Will
galatix27@spyring.com

Star Wars is the best thing to ever happen to Hollywood. It's also provided some of the best games ever: *Rogue Squadron 1* and *2* and *Jedi Outcast*, to name a few. Michael Jordan is the greatest athlete ever. You're an overrated idiot. Enough said.
Joey Evans
joeynobones@hotmail.com

Are you fricking kidding me? The PS2 playing DVDs is overrated? LOL. Not only is the PS2 a kickass game machine, but to be able to also play kickass DVDs on it is the best thing to happen to a game console since being able to play music CDs on the original PS. Take a poll, guys, and let's see how many people play DVDs on their PS2. Its the only DVD player I own. A Sony-made game system and DVD player—it doesn't get much better than that. I'll tell you what's overrated: YOUR GAME REVIEWS!
Joey Evans
joeynobones@hotmail.com

Ooooh, BURNNNNN!

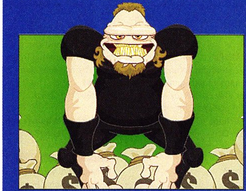
ASK US ANYTHING!

No question too inane! All topics welcome!

WAR OF THE MONSTERS OF ROCK

Q. Will they make a rock or metal version of *Def Jam Vendetta*? The game looks great, and the graphics look great, but I don't like rap; I like rock. I was wondering if or when they might be making a rock version of it.
Howard
howard.lewandowski@verizon.net

A. We really, really doubt it. With EA Big's games being so focused on urban culture these days, it doesn't seem like there'd be room. It could, however, be pretty neat. We can see it now: Limp Bizkit vs. System of a Down! P.O.D. vs. I.C.P.! Metallica vs. Napster! Oh, the possibilities.



SOUND OFF

Q. What happened to the Sound Station section of your magazine? Did you get tired of reviewing crappy CDs or something?
WzUp41@aol.com

A. Quick, call your post office and ask to speak to the manager. Apparently, someone's been stealing parts of your magazine. See, we've been doing Sound Station every month, same as always. Maybe you just got confused by the new design?

BOUNCY BOUNCY FUN FUN FUN

Q. I know a platformer when I see one, but why? What makes a game a platformer? And what's the history of that term "platformer?" It's unlike most other genres' names because it's not descriptive of the games.
Gene Michael Stover
gmb@CyberTiggyr.COM

A. Well, think of the first platformers. Think old-school. Think *Super Mario Bros*. Remember all the things you had to jump on? Platforms! Over time, the term "platformer" came to mean any game in which jumping plays an integral part, whether the jumping actually takes place on platforms or not. But like most genres, there's no strict definition.

SNAKE TALES

Q. I was watching *Escape From L.A.* yesterday, and Kurt Russel's character is named Snake Pliskin. WTF!! *Metal Gear Solid 2* popped right into my head. So here is my question: Who stole whose name? Did the maker of *MGS* love *Escape* movies enough to steal the name, or did the maker of the *Escape* movies steal it from them? Help me out! I need answers!!
Rodger Fitzgerald
Maverick7755@verizon.net

A. Whoah, whoah, whoah, calm down there, Tiger. Take a few deep breaths. No, it's OK, we'll wait. All better? Good. Now, to answer your question: When Snake identifies himself as "Pliskin" in *MGS2*, he's making a funny, playing on the shared name. It's an inside-joke tribute to the films, nothing more.

CLANCYVERSE 101

Q. Why exactly is Tom Clancy backing *Splinter Cell*? Is the game based on a novel Tom Clancy is currently writing? Did he get inspired by the game to write a novel about it? Same with *Ghost Recon*. Why exactly is he backing that title? Please, I must know.
Ebola
67shelbygt500m@excite.com

A. *Ghost Recon* is a spinoff of the *Rainbow Six* story line, created by Clancy in a book titled, funnily enough, *Rainbow Six*. *Splinter Cell*, on the other hand, is not directly based on anything Clancy has written (and it's the only Clancy game that isn't). However, it takes place during the same near-future timeframe as his Jack Ryan novels, and is considered a side-story to the later books.

THE SOUL STILL BURNS

Q. I was at the local Best Buy over the weekend to pick up some games when I popped by the games section and noticed some kid playing *Soul Calibur 2* on the GameCube machine. It was great—you could be Nightmare or Cassandra and play four levels of one-player. This leads to my only problem: It's on GameCube. I was wondering if you guys knew about a PS2 *Soul Calibur 2* demo, and if you have it, please put it on a demo disc.
Ryan Egan
egoldenmeadow
@porchlight.ca

A. Is next month soon enough for you? We plan to review the game and feature it on the disc. But remember, as always, editorial content is subject to change without notice. So there.

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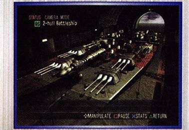
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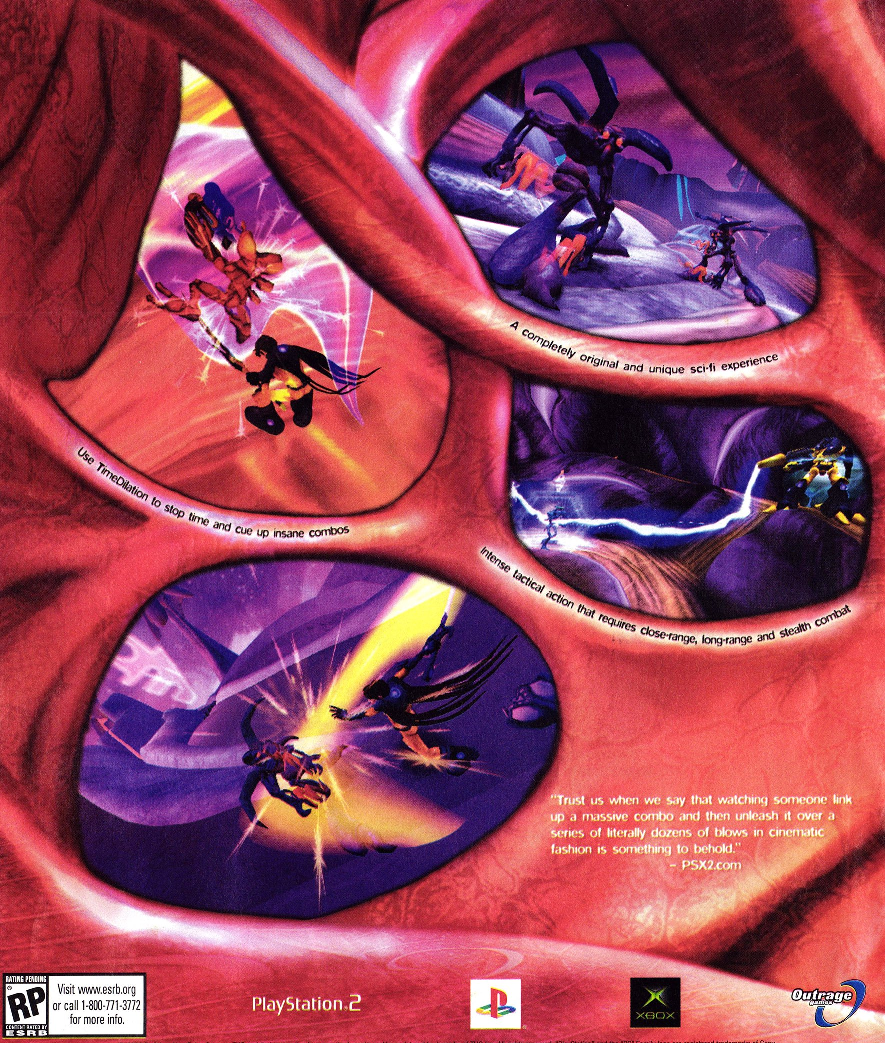

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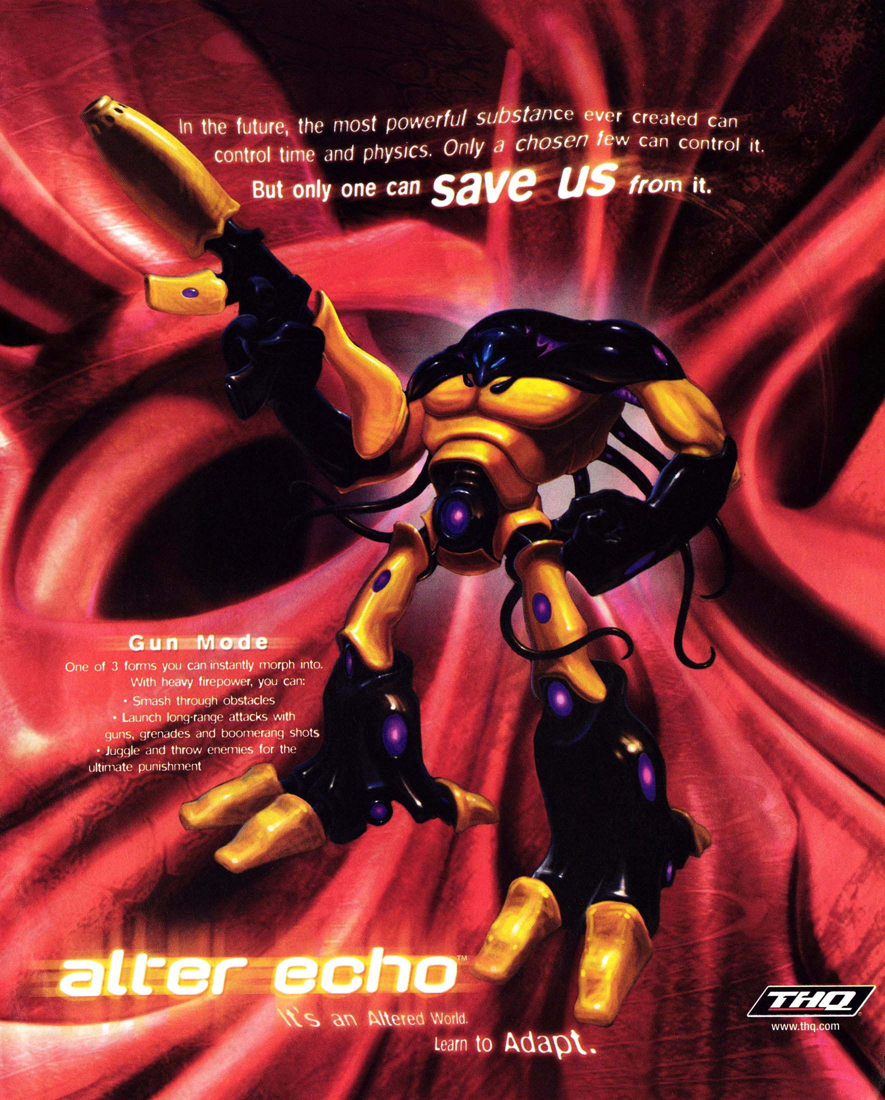
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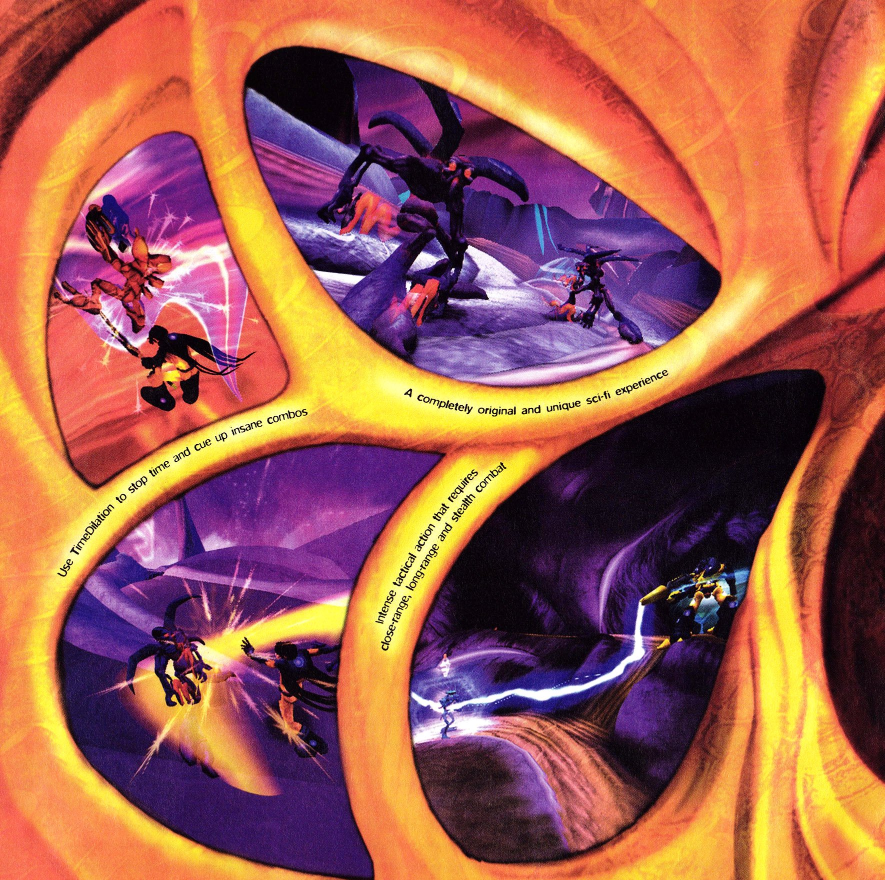
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SNAKE ATTACK

10 Things You Need to Know

We tell you things no one else knows about *Metal Gear Solid 3*, thanks to young Sam Kennedy locking Hideo Kojima in a locker and refusing to let him out until he spilled *all* the beans.

INSIDE SPIN

Your guide to everything PlayStation

30 Day Planner
What are you going to do with yourself in July? Don't know? We'll tell you.

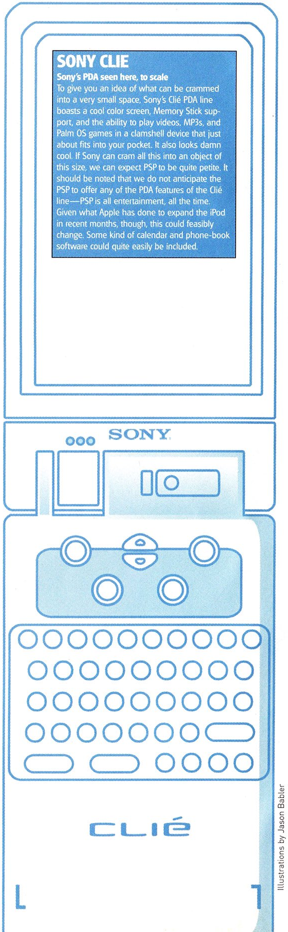
32 Splintered Again
What, you didn't think there would be a sequel to *Splinter Cell*?

38 He'll Be Back
And other *Terminator*-related clichés in this look at Atari's *T3* game.

48 The Watchdog
The place where we get very sensible indeed.

50 Only In Japan
Want to play a game about taking photos of hot models? Us too.

51 Clish MacLaver
Our gossip columnist brings you all the dirt from E3.



SONY CLIE

Sony's PDA seen here, to scale

To give you an idea of what can be crammed into a very small space, Sony's Clié PDA line boasts a cool color screen, Memory Stick support, and the ability to play videos, MP3s, and Palm OS games in a clamshell device that just about fits into your pocket. It also looks damn cool. If Sony can cram all this into an object of this size, we can expect PSP to be quite petite. It should be noted that we do not anticipate the PSP to offer any of the PDA features of the Clié line—PSP is all entertainment, all the time. Given what Apple has done to expand the iPod in recent months, though, this could feasibly change. Some kind of calendar and phone-book software could quite easily be included.

Illustrations by Jason Babler

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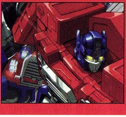
E3 CRAZY
Booth babes galore
And kinda famous folk



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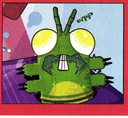
TRANSFORM
More than meets the eye
Fight Decepticons on PS2

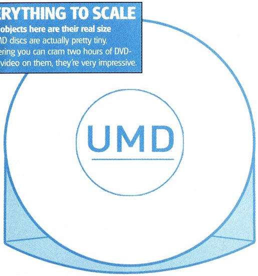


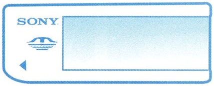
46
BUG KILLERS
Want to be a game tester?
You won't after reading this!

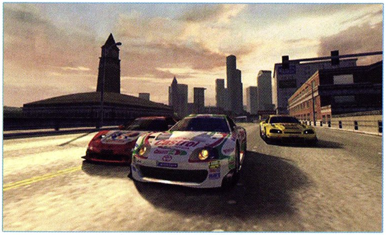
EVERYTHING TO SCALE

All the objects here are their real size

The UMD discs are actually pretty tiny. Considering you can cram two hours of DVD-quality video on them, they're very impressive.







WHAT WILL PSP LOOK LIKE?

We don't know, but we can guess how big it will be

The screen above is exactly the size that the PSP's will be. Taking those dimensions plus those of the UMD and Memory Stick (left), we drew a box that would accommodate everything in one compact package. The blue border here could possibly be the size of the PSP. One thing we do know is that part of the casing will be metal—UMD discs are optical, and thus require a metal casing.

THE FUTURE IS NEARLY HERE...

Ken Kuturagi explains his vision for world domination

Since Kuturagi strolled onstage at E3 and introduced his "new baby," the PSP, Sony's plans for the PlayStation in coming years have gotten much clearer. As past hints have implied, Sony brass doesn't view the PlayStation as simply a gaming platform, but rather as the center of a wide world of digital entertainment.

"The PSP is built from completely new processor technology," Kuturagi explains, "making it capable of smooth graphics that can even outclass the PlayStation 2, as well as three-dimensional sound. To that we added Memory Stick support, letting users enjoy applications beyond videogames." With the system's support for the AAC audio standard (also the basis for Apple's iTunes Music Store content), the PSP really is the all-singing, all-dancing multimedia device "they" have been telling us about for years. Play music, watch movies, and play games—all on the same portable device.

PSP will also use a proprietary new storage technology, the Universal Media Disc (UMD), which is the key to differentiating it from other handheld devices. The UMD makes PSP very different from the cartridge-based Game Boy Advance (which is clearly in a different category) or upcoming PDA-based game devices like the TapWave Helix, which uses Secure Digital cards like those found in digital cameras.

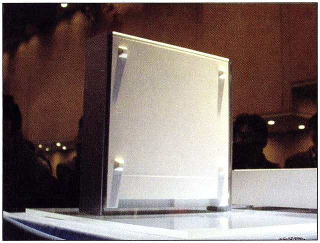
"This format easily stands up to the cutting edge of media design; it can hold 1.8GB—three times what a CD can hold—and it can store two hours of DVD-quality video," Kuturagi beams. "Since our E3 announcement, we have received strong declarations of support from many developers and publishers, and the security system we are introducing to the PSP has attracted serious attention from the movie industry. We at the Sony Group want to continue developing the system in assorted areas with all of this content in mind."

Still, as we go to press a month after E3, these "declarations of support" are just that and nothing more. A number of publishers and developers we spoke to said that Sony remains secretive on specific details about the PSP. Some even mentioned that the details have changed a number of times. The biggest question, though, is price. How much will the system cost? How much will the games cost? Publishers still don't know how much Sony intends to charge them in licensing fees or for manufacturing UMDs—and yet the machine is set to launch in 2004.

Early rumors indicate that Sony is looking to produce the core machine for an unbelievably low retail price. While machines like TapWave's are set for a staggering $299, we've heard from several sources that Sony's target is to match the Game Boy Advance SP at $99.

You can just imagine the con-

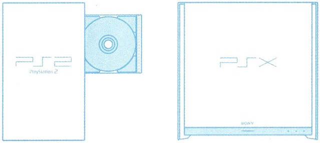
> **We've heard from several sources that Sony's target is to match the Game Boy Advance SP at $99.**

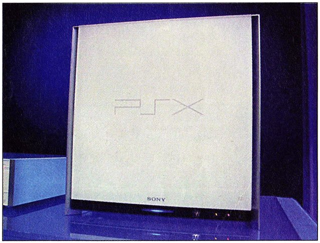


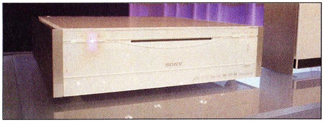
HOW BIG IS PSX?

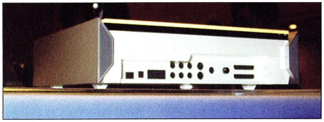
It's actually not much bigger than a PlayStation 2

The PSX is 12 inches square and a little bit thicker than a PS2. Below is an image of the two devices to scale, so you can get an idea of how much shelf space the gorgeous PSX will take up when you inevitably buy one. As is the norm these days with Sony products, the PSX is a damn fine-looking device, using metallic and off-white plastics in much the same way as the latest Sony WEGA televisions.









versations happening at Nintendo right now.

“Er, guys...do you think we should be working on a new Game Boy?”

“But the old one has been doing so well for so long!”

“So, have we got something we're working on or what?”

“Er...well, we've been working on a better backlight.”

PSX: PLAYSTATION EXTRAORDINARY

Beyond the delights of a portable system that will entertain you in any way you please, true insight into Sony's plans to infiltrate your home can be found in the PSX.

“I would like to introduce our second product born from the fusion of games and electronics, the PSX,” Kuturagi grinned as he announced the new machine in Japan. “This is a combination of game console and consumer appliance that makes use of the PS2's engine and processing technology. The 'X' refers to the crossover of games and electronics, but it also stands for 'extraordinary' since we want to make this the best product possible.”

“First off, the PSX is capable of replaying and recording CDs and movie DVDs,” he noted. “There is a 120GB hard drive inside the system (a TiVo2 typically has an 80GB hard drive, and the upcoming PS2 hard drive is likely to be 40GB), so you can record and replay off the drive or copy media from the hard drive onto a DVD. The system also includes Memory Stick compatibility, all types of connectors, EPG (electronic program guide) support built in, a tuner built in, and a network port built in. We're developing this system as a single product that includes the features every company is developing as separate products.”

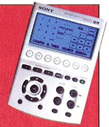
Essentially, this means you can buy a PSX to replace your TiVo, your DVD player (and your DVD writer, too, if you were a putz who plopped down a grand for one), *and* your PS2. Plus, it looks damn fine: The sexy white box is exactly 12 inches square.

“The area we're devoting the most energy to is the design,” Kuturagi stated. “The system may be placed horizontally or vertically, and the disc drive is now slot-loading. The concept here was to make a product that would go well with flat-panel displays, an interior product that could be accepted as part of anyone's lifestyle. The PSX is a complete departure from the digital consumer electronics and DVD/HDD recorders we've seen up to now. This device is possible because of the ability to use the PS2's engine and the many devices Sony Group has created.”

“We are starting to enter the second wave of digital electronics,” he continued. “With this fusion of games and electronics, we want to introduce a new digital appliance to users. PSX development is continuing smoothly with an eye toward finishing it in time for the end-of-year marketplace battle. As the PS2 continues to be the core product of our game division, the PSX will be more than just PS2-compatible—I think it has the power to change the way you see all digital appliances. Also, with the PSP, you will be able to enjoy many types of applications outdoors. We will continue to support not just the hardware, but the content as well.”

> **“We are starting to enter the second wave of digital electronics.”**

PSX WISH LIST



It looks fabulous so far, but there's so much we still don't know about the PSX. Sure, we can see where the DVDs go, but what's the deal with controller ports? Presumably they're behind a flap on the front of the machine (if you look really closely, there appears to be some kind of flap thing going on under the DVD slot), but wouldn't it be cool if everything was wireless? It's so much more elegant than having wires trailed across the room. Let's also hope one of those cool new Sony remotes (like the one pictured above) comes with the system. We're all about funky-looking stuff here on *OPM*, so we want either a blue glow-in-the-dark affair like those with the Sony Dream Systems, or one of the gorgeous brushed metal dealies.

STREAM

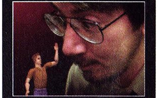
Jack Is Back

Ten years after the movie first hit, Capcom is working on an action-platform game based on Tim Burton's *The Nightmare Before Christmas*. Look for it in the fall of 2004.

3DOwned

After years of losses, 3DO has finally run out of cash and has filed for bankruptcy. Look for 3DO's roster of games (such as *High Heat*) to get picked up by other publishers. We just can't understand how it all happened. Seriously, who could *possibly* be to blame?

Will Wright TV

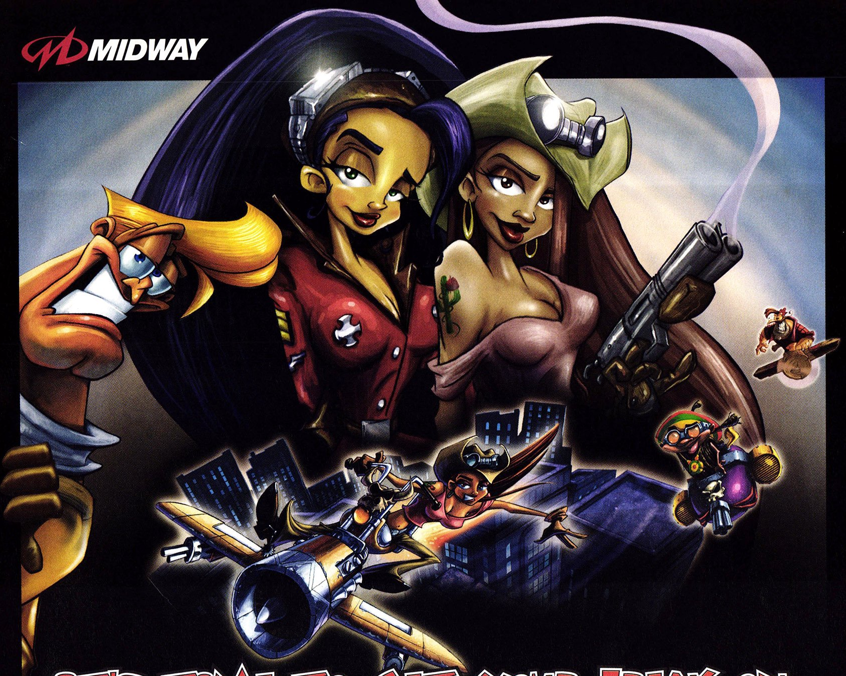


The Sims creator Will Wright has signed a development deal with Fox to come up with an original show for the TV network. According to Wright, the show will explore how robots and other machines will soon affect our lives.

SHUT UP, ALREADY

Since the USB headset isn't used just for *SOCOM* anymore, Sony will release a standalone model in September. Sporting a better mic, volume control, and more, it will retail for $29.

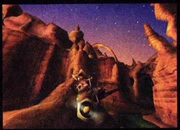
MIDWAY

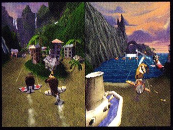


IT'S TIME TO GET YOUR FREAK ON

Explore, dogfight and race with some of the most freaky characters you have ever played with, in the first-and-only, fully-open, interactive, 3-D, racing videogame.

- *13 alluring characters and dozens more hidden*
- *12 massive and enticing tracks*
- *Enthralling race and dog fight modes*
- *Unique and mesmerizing mini games*
- *Amazing head-to-head multiplayer action*





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XBOX

NINTENDO GAMECUBE

PlayStation 2

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

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www.whitesnake.com
In the words of rock legend David Coverdale, "Let light and love and power...restore the plan on Earth." Indeed.

DATEBOOK

JULY 2K3

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 Is **Canada Day** called Canada Day in Canada? Call Todd Z. today and ask him.

Those damn dirty apes are wreaking havoc again. ***Ape Escape 2*** is unleashed on PS2. On DVD, there's the gorefest ***Gangs of New York*** (a rental).

2 ***Terminator 3: Rise of the Machines*** and ***Legally Blonde 2: Red, White & Blonde*** open today.

3 More people would go along with **National Stay Out of the Sun Day** if it were in January.

4

5 **David Lee Roth** headlines Milwaukee's **Summerfest**, which runs from June 26 through July 6. Other performers include **Weird Al Yankovic**, **LL Cool J**, and **Good Charlotte**.

6 **FRANKS AND BEANS!!!!** In a cruel twist of fate, July is **National Hot Dog Month** *and* **National Baked Beans Month**.

7

8 Look for ***Charlie's Angels*** on PS2 today.

Wasn't ***Phone Booth*** in the theaters, like, last week? Anyway, it's on DVD now.

9 Former running back and murder defendant ***O.J. Simpson*** turns 56 today.

10 It's ***Clerihew Day***. Celebrate the ugly cousin of the haiku.

If you are pop star
Jessica Simpson,
It's your birthday,
have some fun.
And don't shed any
more tears
About being the next
Britney Spears.

11 Disney has officially run out of good movie ideas. With ***Pirates of the Caribbean*** opening today and *Haunted Mansion* later this year, we're expecting a *Small World* announcement any day now.

13 Back in 1937, those heavenly little pillows known as **Krispy Kremes** started clogging arteries in Winston-Salem, NC.

14 Remind your buddies across the country to buy ***NCAA Football 2004*** tomorrow. It's online only on PS2.

15

17

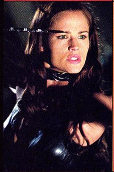
19 **ROCK FEST!!!** If you long for the days of Tawny Kitaen on MTV, then head to Cadott, WI, this weekend. **Def Leppard**, **Whitesnake**, **Twisted Sister**, and **Lynyrd Skynyrd** are all on hand to rock their current inferior lineups.

20 1969: **Neil Armstrong** does his first promo spot for MTV.

21

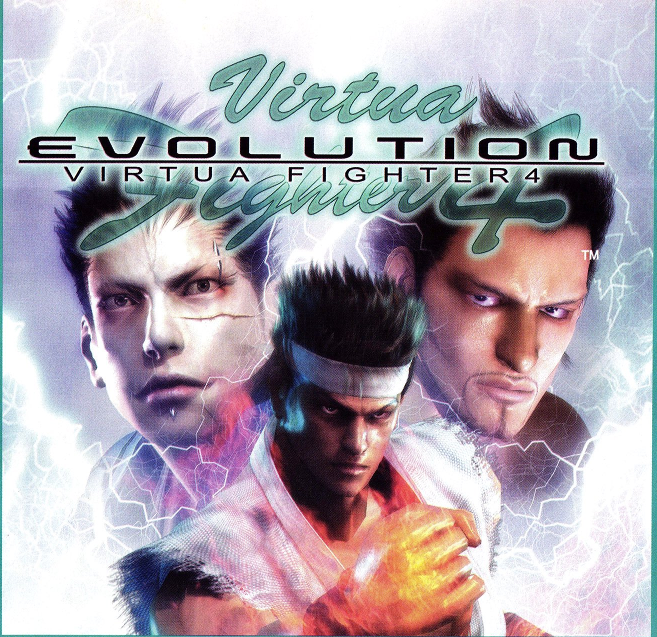
25 You could see ***Tomb Raider***, or you could see ***Seabiscuit***. Tobey Maguire plays *OPM* Art Director Bob Conlon's great-uncle **Red Pollard**, a man who loved a horse. Is that so wrong?

26 **Lollapalooza** is back with 15 dates in July. If you live in the Midwest or on the East Coast, chances are you can see **Jurassic 5**, the **Donnas**, and **Jane's Addiction** at an amphitheater near you.

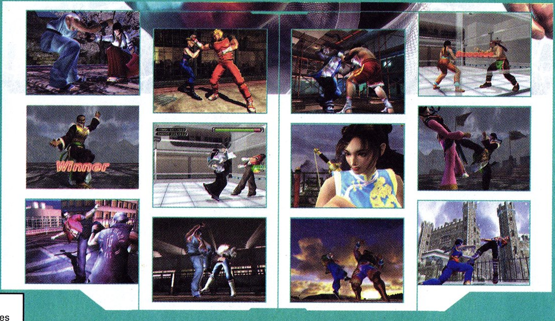


28 ***Solaris*** and ***Daredevil*** were highly anticipated but ended up as critical duds. Both are out on DVD tomorrow.

photo credits: Uncle Sam, Corbis; The Donnas, Getty Images; Whitesnake, Retna


Virtua Fighter 4
EVOLUTION
VIRTUA FIGHTER4
™

THE BEATDOWN EVOLVED



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PlayStation®2

TEEN
T
CONTENT RATED BY
ESRB

Suggestive Themes
Violence

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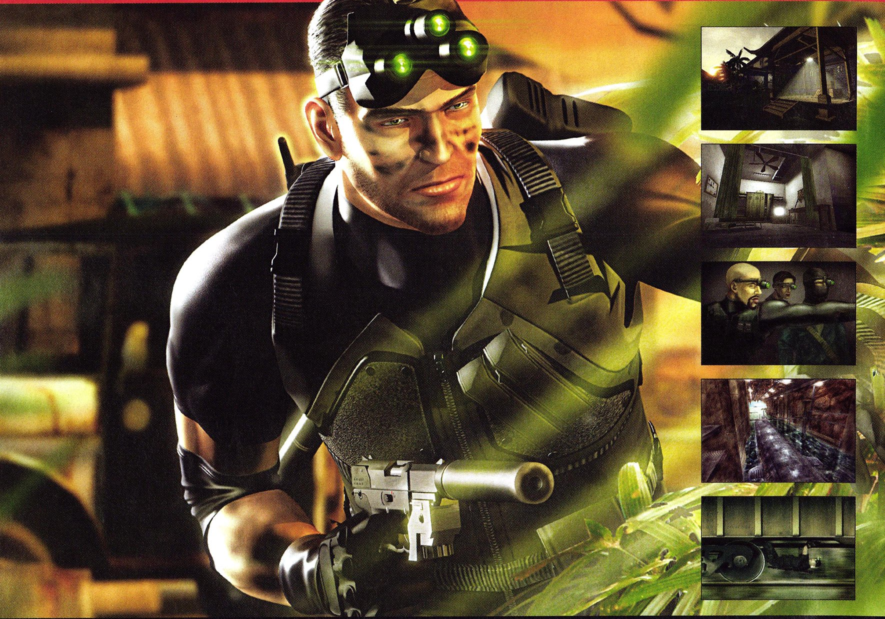
DID YOU KNOW?
Tom Clancy is a co-owner of the Baltimore Orioles.



SPLINTERED AGAIN

Go online in the ridiculously named Splinter Cell: Pandora Tomorrow

It's the question on everyone's lips lately: What is "Pandora Tomorrow"? The answer: We haven't the foggiest idea. Ubi Soft is keeping a very tight lid on story info for Sam Fisher's next adventure, admitting only that the script will be handled by the same writer to maintain consistency and that the game will take place after the events in the first *Splinter Cell*. Still, while we can't shed any light on that weird-ass name, we *can* drop a few tasty tidbits about the game itself.

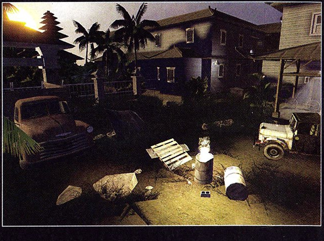
Chief among them is the fact that you'll now be able to go head-to-head against other humans. That's right, *Pandora Tomorrow* will offer both cooperative and competitive online play. There will even be objectives that can be met only by two or more agents working in tandem.

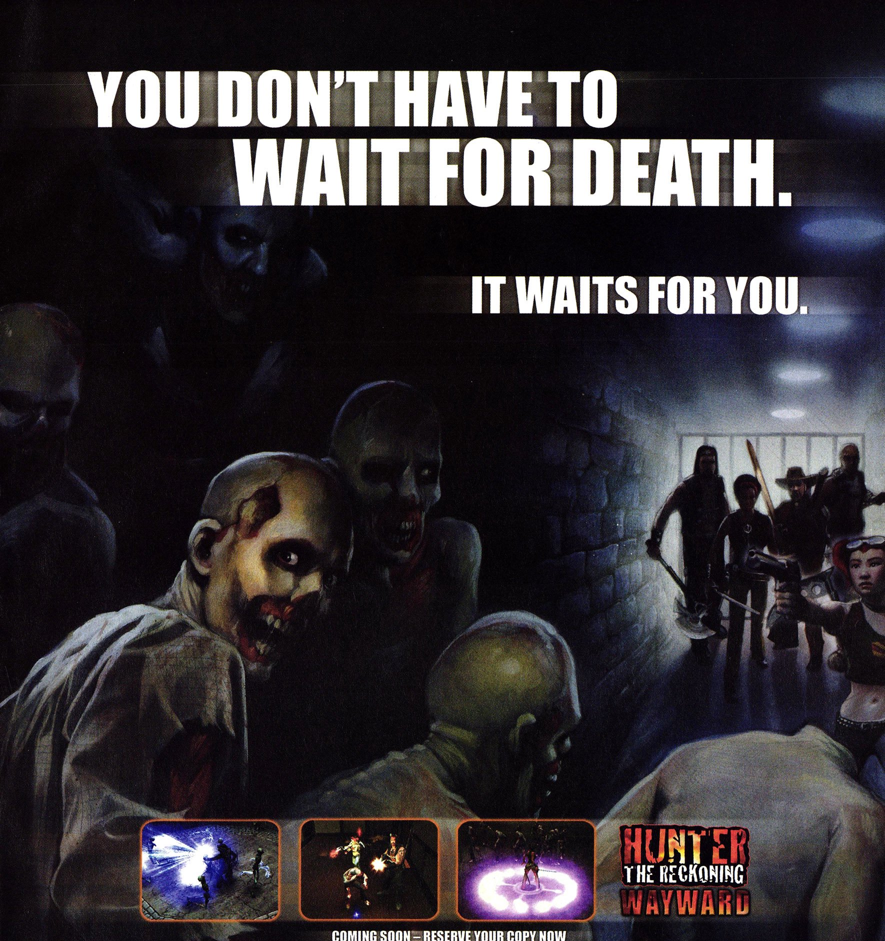
That may seem unusual, given the solo-operative aspect of the first game, but *Pandora* will introduce the idea of NSA agents working together in small "shadow net" units. These shadow nets will specialize in operations that simply cannot be completed with a single agent.

The game will also feature organic, lifelike locales; Sam will journey to lush tropical environments as well as more detailed, heavily populated cities. And he'll spend a lot more time sneaking around in the daytime—which, as you might imagine, makes it considerably more difficult to stay hidden.

Of course, it wouldn't be a *Splinter Cell* game without nifty day-after-tomorrow gadgets and ultra-high-tech weapons. We've been promised plenty of new goodies to keep us high-tech junkies interested.

With the game scheduled to release in March 2004, there's still more than enough time for all the details to come together.





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MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Strong Lyrics
Violence

DANGER HIGH VOLTAGE SOFTWARE

WHITE WOLF GAME STUDIO

VIVENDI UNIVERSAL games

PlayStation®2

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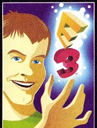
EXCLUSIVE FOOTAGE
The *Terminator 3* game features over five minutes of footage filmed specifically for it.

Yu Know Yu Want It
Following the success of *Dragon Ball Z*, Atari is planning a line of games based on the *Yu Yu Hakusho* anime. Look for first titles to appear next year.

THE INSIDER

IT'S THE MOST WONDERFUL TIME OF THE YEAR



When I was a kid, the only days I really looked forward to were Christmas, my birthday, and the start of summer vacation. Well, those and maybe Halloween. Now that I'm older, it's all about E3. I love games, and E3 is my nirvana—hundreds of titles that won't be in stores for months, if not years, are on the show floor. It really doesn't get any better than this.

I used to attend E3 as an editor for game magazines. My job back then was to meet with companies and get the scoop on their titles. We journalist types would figure out what games would be the "biggies" for the upcoming year, and we'd start talking features and cover stories.

These days, my job at E3 is a little different.

For one, I go to get inspired. Even though E3 is draining in ways I can't hope to explain (let's just say that sleep isn't an option), it's also so exciting that I can't help but feel incredibly energized by the time the show is over. Not just because I want to play those games again (I'm counting down the days until *Beyond Good & Evil* and *Prince of Persia* come out), but also because of all the ideas it gives me for our current projects.

Game design is all about finding out what you like about existing games, trying to improve on those aspects, and then incorporating them into what you're working on. And there's no better place to get inspired than E3—there's so much cool stuff on display, it boggles the mind.

E3 is also the perfect place to get a gauge of how well our current game is shaping up. Even though we didn't show anything (well, not anything official), we can still make sure we're keeping up with current technology. E3 is a great place to compare, and I walked away very happy. We've got more than a small chance to show very nicely next year. That puts a smile on my face.

I also love checking out the new trends—this year, it was all about time modification (slow motion and the like), rad glows (an amazing haze coming off lighting effects), Army first-person shooters (it seemed like every booth had one), and sequels to great games (*so* excited about *Ratchet & Clank 2*!). I'm looking forward to the next E3, and to seeing where this industry is headed next—not to mention the fact that we might get a first look at some new hardware by then.

Of course, these aren't the only reasons I'm looking forward to next year. By then, we'll have at least one major title on display. It'll be great to compare our game to everyone else's, and hopefully, we'll get the chance to inspire other developers—or at the very least, make them want to buy our game.

Ryan Lockhart (rlockhart@sevenstudios.com) started to mark off the days on his calendar until the next E3, but has run out of ink....

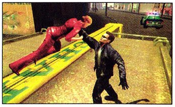
ENTER TERMINATRIX

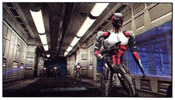
You think the T-X can wreak serious havoc on the big screen? Wait till you see what she wants to do on your PS2!

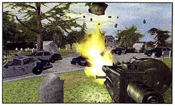
For 23-year-old Kristanna Loken, *Terminator: Rise of the Machines* is about as major a breakthrough as one can get. Not only is it the first time she's getting top billing in a major feature (let's face it—the sexy Terminatrix is completely stealing the spotlight from Arnold, which says a lot), but it's also the first time she'll be featured in a videogame. Atari has unveiled its *Rise of the Machines* PS2 game, due out this fall, starring realistic virtual renditions of her and the rest of the *T3* crew.

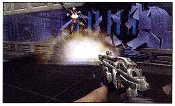
While games are nothing new to this model-turned-actress (Kristanna starred on the short-lived *Mortal Kombat: Conquest* TV series), she doesn't admit to being a huge fan. "I haven't really played games in the past," she says. But she does claim to enjoy the new *Rise of the Machines* game. "I was starting to really get into this one—it seemed like a lot of fun." That said, she's still coming to terms with being a virtual vixen in a game. "I'm still, 'Oh! It looks just like me!'" she gasps.

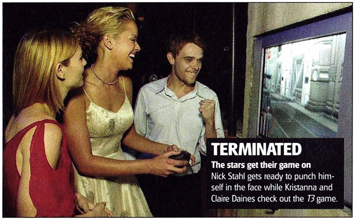
Loken isn't the only star of the game. Atari's *Rise of the Machines* also features specially recorded voiceovers from the rest of the cast—including Arnold and Claire Daines. But never mind that—we're just pleased that, for the first time ever, we'll actually get to play as Arnie (past *Terminator* games never actually featured his likeness). That means when you, as Arnold, take on Kristanna in the game, it'll be just as if you're playing out the action from the big-screen version. Be prepared, though: Kristanna says she's not going down without a fight. "I'm pretty confident I could probably handle myself in 'various' situations," she giggles.











TERMINATED
The stars get their game on
Nick Stahl gets ready to punch himself in the face while Kristanna and Claire Daines check out the *T3* game.

GAGA OVER DEVIL MAY CRY

Gaga Communications has picked up the rights to do a live-action *Devil May Cry* movie, which will begin production in 2005. Gaga is also working on a *Tekken* film.

MONSTERS INC.

5 Questions With Todd McFarlane

Todd McFarlane is perfectly comfortable around monsters and mayhem, of which there were plenty at E3. The creator of Spawn, McFarlane was on hand at this year's show to promote Konami's *McFarlane's Evil Prophecy*. Set in the 19th century, the game places the mantle of "monster hunter" onto players, who'll do battle with more than 150 nasty ghouls, including six classic figures from the McFarlane's Monsters line of action figures: Frankenstein, Dracula, Mummy, Werewolf, Voodoo Queen, and Sea Creature.

1 What did you think of your first E3 experience?
Dazzling. You know when you're in the middle of something that's just kinetic. There's a big "wow" factor. I get a rush when there's a mass of people in the same spot all cheering for the same thing, like a concert or football game.

2 Why will gamers want to play *Evil Prophecy*?
They get to slaughter monsters if they do it right, which isn't a bad thing. Being a monster hunter is like being a hero.

3 What is it about the dark side that attracts you?
As a little kid, it was the creepy-crawlies, and I guess I haven't outgrown it much. I'm now the guy who creates that and I'm in a position to provide entertainment or, even better, to creep people out.

4 Would you like to get more involved with videogames?
I have been talking for the last year about developing my own game. The videogame industry is one of the last big pop-culture areas I haven't done on my own. I have a sense that the gaming business is no different than some of the other genres I've jumped into. Every time I go into a medium, I'm always trying to learn what the rules are and how far I can go before I'm butting up against a wall. Let me go butt up against it before someone says I can't.

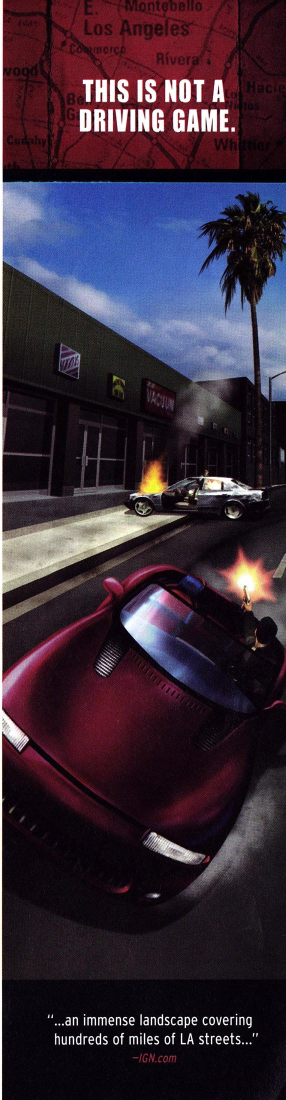
5 So, will we see a game developed by you anytime soon?
I may do it once before I die, just to know that it wasn't as easy as I thought, or that I couldn't do as much new or interesting stuff as I thought. If I'm in control, I'll be up front and say, "I've never done this before," and surround myself with skilled people and ask a lot of questions. To just duplicate something does not interest me. I'd rather try and fail than never attempt it in the first place.

–Karen Jones

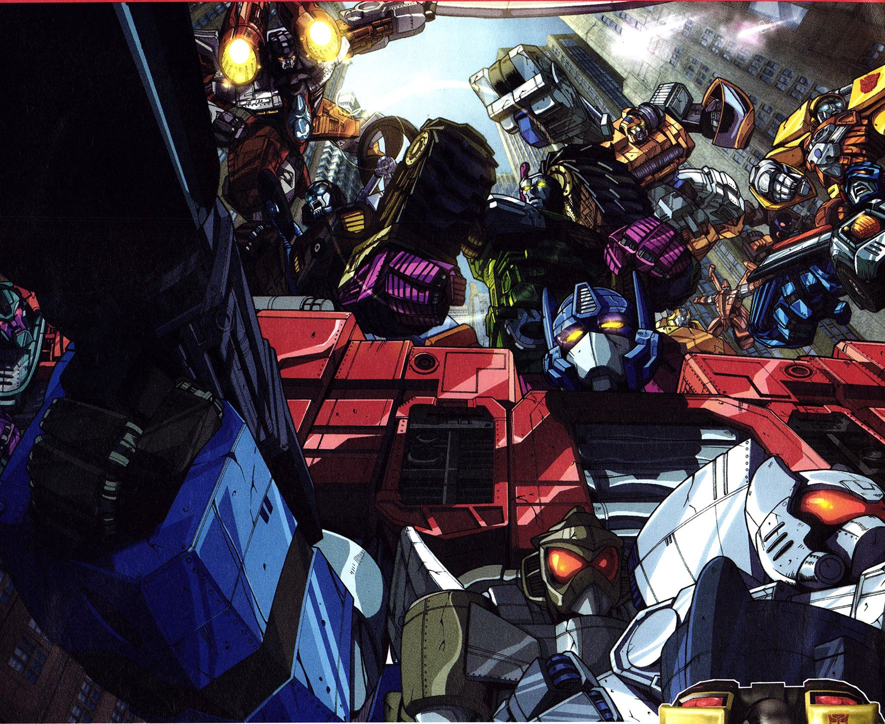
ULTIMATE GAMING BADASS

It takes a certain something special to be a badass. And it takes even more "something specials" to be the ultimate badass. With this in mind, we took a look at some of the PS2's recent bad girls and boys to see who's the worst of them all. Looks like Wolverine clawed his way into the top spot. Don't agree? E-mail us at opm@ziffdavis.com.

Characteristic	**SOLID SNAKE** Metal Gear Solid	**DANTE** Devil May Cry	**HULK** The Hulk	**WOLVERINE** X2: Wolverine's Revenge	**MAX PAYNE** Max Payne	**MARK HAMMOND** The Getaway	**NIOBE** Enter the Matrix	**SAM FISHER** Splinter Cell	**LARA CROFT** Tomb Raider
Dressed in black				✓	✓			✓	✓
Scruffy looking	✓		✓	✓	✓	✓		✓	
Gruff voice	✓		✓	✓	✓			✓	
Uses one-liners	✓	✓	✓	✓	✓				
Can run on walls		✓					✓		
Smokes	✓			✓	✓	✓			
Double-fists guns		✓			✓		✓		✓
Can self-heal			✓	✓		✓	✓		
Can kill with bare hands	✓		✓	✓		✓		✓	✓
TOTALS	5	3	5	7	6	4	3	4	3


THIS IS NOT A DRIVING GAME.
"...an immense landscape covering hundreds of miles of LA streets..."
–IGN.com

www.dreamwaveprod.ca
Go here to learn all about Dreamwave's awesome Transformers Armada comic-book series—and to see more bitchin' art like below!



TRANSFORM!

We roll out your first look at Transformers Armada

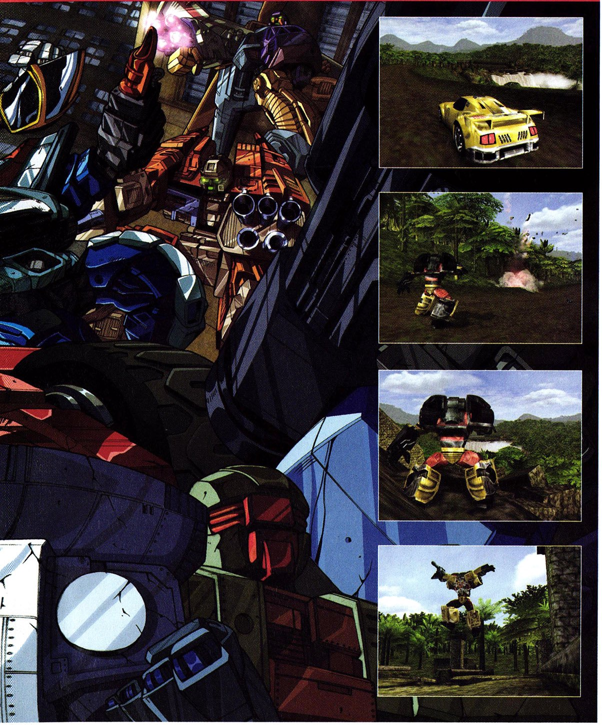
That *Transformers Armada* animated series on Cartoon Network really sucks, doesn't it? In fact, we'd call it damn near unwatchable. So, what reason could we possibly have to be excited about Atari's game based on the latest *Transformers* toy line?

Beyond the fact that *Transformers Armada* marks the console debut of Autobots waging their battle to destroy the evil forces of the Decepticons, we get the feeling developer Melbourne House has the right idea for the tone of its game. According to Andrew Carter, Melbourne's VP of development, the cartoon is just a starting point. "We evolve it into what works best for the gaming medium," he says, "which, in the case of PS2 means a bit tougher and more realistic than the style seen in the cartoon—and definitely more intense. Our Transformers are ready to kick Decepticon ass."

As die-hard fans know, *Armada* shares much in common with the original *Transformers* mythos—though a big difference is the inclusion of Mini-cons, a third robot race with the power to enhance the strength of Autobots and Decepticons. As in the cartoon and comic, the side in the game that possesses the Mini-cons is the side with the advantage. You control Optimus Prime, Hotshot, or Red Alert, and you'll collect 50-plus Mini-cons to power up your stats or gain useful items. At the same time,

HOTSHOT
He's the fast one
All of *Armada*'s early screens feature Hotshot, a sports car who makes up in speed what he lacks in strength.

$250 Approximate value of a 1984-released Optimus Prime, mint in box.

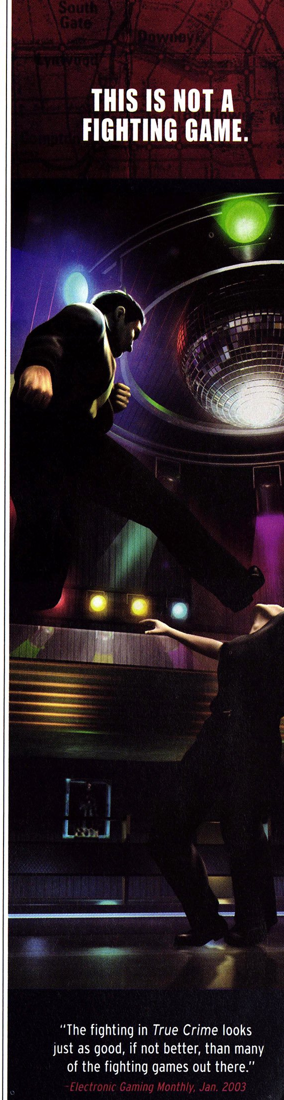


a sidekick Mini-con fights alongside your Autobot while you face hordes of Decepticlones, the evil robot force that's your primary opposition (when you aren't taking on Megatron or other Decepticon officers, that is).

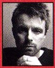
And what would a *Transformers* game be without transforming? Most of your battling occurs in robot form, but *Armada* lets you change shape whenever you feel the need.

Carter describes *Armada*'s gameplay as the exploration and platforming of *Ratchet & Clank* combined with the advanced A.I. and heavy-duty combat of *Halo*. "The emphasis is on shooting and combat," he says, "and on the exploration of vast, open game worlds."

More than meets the eye? We'll know by the game's spring 2004 release.


South Gate
Downey
Lynwood
THIS IS NOT A FIGHTING GAME.
"The fighting in *True Crime* looks just as good, if not better, than many of the fighting games out there."
–Electronic Gaming Monthly, Jan. 2003

Solid.
Like a rock.



STIRRINGLY SOLID SOUNDTRACK

In case you're wondering, Harry-Gregson Williams will return to compose music for *MGS3*. Right after he finishes work on *Shrek 2*.

SNAKE ATTACK

Ten things you absolutely must know about Metal Gear Solid 3: Snake Eater

1. ESPIONAGE

Most of you know by now that *MGS3* takes place in the jungle, but did you also know that it's set in the '60s? "The *MGS* series is dubbed Tactical Espionage Action, and espionage is one of the series' key themes," Director Hideo Kojima explains. "Well, if you look back, espionage was really at its best in the Cold War era. You had the Americans and the Soviets always spying on each other. I wanted to use this setting to vividly portray espionage action." If you're puzzled by the rather advanced weaponry for that time period, Kojima can explain: "Military research is always about 10 years ahead of what's actually used on the battlefield. This stuff existed—it just wasn't commonly known about."

2. BIG BOSS?

All right, so the game takes place in the '60s....That means the Snake we're seeing in these screens *can't* be the same Snake we know and love. After all, Solid and Liquid Snake weren't born until the 1970s. The most likely explanation? The guy we're seeing is actually Big Boss, Snake's perfect-soldier "father," whose DNA was used to clone Snake. "We'll leave it up to your imagination," is all Kojima would say. To fuel this notion, though, check out the sidebar to the right. Interesting, eh?

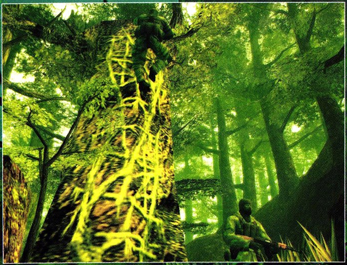
3. THE JUNGLE

Although Kojima won't divulge exactly where *MGS3* takes place, we do know what inspired the jungle setting. "We visited this island in Japan called Yakushima," says Kojima. "If you've seen the Miyazaki film *Princess Mononoke*, that's where that movie's story takes place. *MGS3* isn't set in Yakushima, but we got our inspiration from that island." Kojima and his crew traveled elsewhere as well. "We also went to a nearby island called Amami Oshima, where there are trees with roots that grow into the ocean—it's the only place in Japan like that—and some Canadian forests, and the mountains near Tokyo."

4. SURVIVAL

Since it's now mainly set in the jungle, one of *MGS3*'s central

www.konamijpn.com/products/mgs3/
If you haven't yet seen the *MGS3* E3 trailer, then you need to go to this site right now. You'll laugh, you'll cry—you'll love it.



themes is survival: survival from enemies, survival from animals (such as poisonous snakes), survival from the weather (such as cold rainstorms)—even survival from starvation. "When you talk about survival, you have to think about eating," says Kojima. "The thing is, it's not about not eating enough or starving to death; it's more about concentration. For example, if you don't eat enough food, you may not be able to aim your gun properly." So what do you eat in the jungle? "Anything you can find," says Kojima. "And yes, that includes snakes." However, should you grow tired of jungle food, you can always sneak into an enemy base and try to steal their grub.

5. EXPLORATION

Unlike the previous *MGS* games, which had defined routes and paths, *MGS3* offers massive open areas to explore. "In *MGS3*, the top of the screen is always north—the camera doesn't follow you from behind all the time anymore," explains Kojima. "So if you keep heading north, you can feel assured that you won't get lost. But it's not always that simple. Since the terrain is varied, you'll often have to walk up hills, swim down waterfalls, go through caves, and even climb up trees to get to where you need to be."

6. CAMOUFLAGE

One of the big additions in *MGS3* is the use of camouflage. If your camouflage index is high—meaning you have the right type of camouflage on for the setting you're in—you'll be virtually invisible to enemies. That said, enemies will also wear camouflage. "Even if you're standing right in front of an enemy that's just a few feet away, if the guy's camouflage index is high, you won't be able to spot him," says Kojima. There are more than 100 camouflage patterns—including one that makes it look like you've been killed.

7. INTERACTION

While the previous *MGS* titles flirted with interactive elements in their environments, *MGS3* will take things to the next level. The jungle is alive and overflowing with tactical possibilities. "You'll be able to shoot a beehive and have the bees swarm around the enemy," says Kojima. "Another example is when you capture a snake: Instead of eating it, you can throw it at the enemy, essentially turning it into a weapon."

8. STALKING

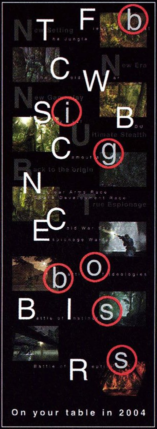
Stealth is also taken to a new level in *MGS3*, thanks to a new Stalking mode that lets you carefully sneak up on enemies. "You could walk slowly in the previous titles, but this is stalking so slow that they may not even notice you," Kojima says.

9. ENEMY A.I.

In the previous *MGS* games, if an enemy spotted you, he'd likely call for backup. In the jungle, there's no such thing as backup. Instead, enemies travel in groups. Take one on and you'll immediately have three others on your ass. "They're going to work together on the spot; they'll be scouting—they'll be following you, tracking your footprints," says Kojima. "It's a very different experience this time around."

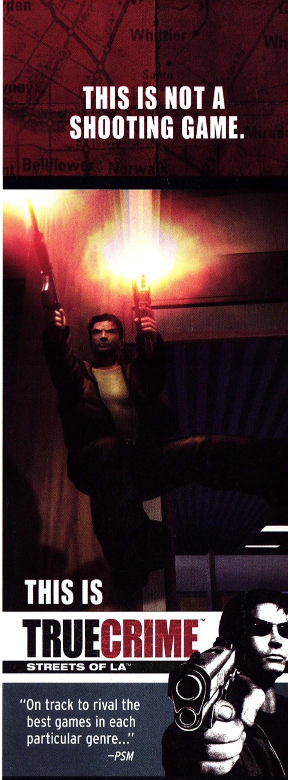
10. ONLINE

Although a lot of the online plans for the game are being kept under wraps, Kojima says to expect some cool stuff. So far, we've heard of downloadable items such as new camouflage outfits—and there's even talk of letting users submit their own patterns. "We'd like to get camouflage patterns from players and then possibly offer the best ones for everyone to download," says Kojima. There's even some chatter about having actual online gameplay in *MGS3* (it does share and engine with *MGS Online*, after all).



WHAT A TEASE

Kojima hints at things to come?
This is the *Metal Gear Solid 3* brochure Konami handed out at E3. Look closely, and you can see a secret message left by Kojima (we added the red circles). That guy just loves to mess with us.



"On track to rival the best games in each particular genre..."
—PSM

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Hello, Hideo.

MOVIE NUT
Kojima ducked out early on E3 to see *The Matrix Reloaded*. "It's what I was most looking forward to at E3," he jokes.

ARTISAN

Hideo Kojima
Vice president, Konami Computer Entertainment Japan
Career Highlights:
Metal Gear series, Snatcher, Policenauts, Zone of the Enders series

Hideo Kojima is comfortable being the man of the hour at E3—in fact, it doesn't seem to affect him that much one way or the other. He has now shown jaw-dropping games at four successive E3s, and yet he remains one of the most self-effacing people in the games industry. In a tiny room overlooking Konami's massive E3 display—where every hour, on the hour, a throng of enthralled gamers stood in awe, staring at a video of his new epic—we sat down with one of gaming's brightest minds.

What's it like seeing all these people crowding around again to see a trailer for your new game?
It's a really great feeling. I always look forward to coming to E3. That's why I even included certain E3-specific jokes in the trailer. I mean, we actually had voice acting and motion capture done just for these E3 scenes. That's how much I look forward to the show.

> **"I'd be an office worker—but I'd be an office worker that dreams of one day becoming an astronaut."**

You said after *MGS2* that you would not direct another *MGS*.
I'm kind of embarrassed that I said that. I mean, my feelings haven't changed—I really thought back then that I wouldn't do another—and here I am now once again saying this will be my final game. I really want to move on.

So what happened?
Right after I finished *MGS2*, I whipped up a rough game plan of *Snake Eater*. I gave it to my staff and asked, "Who wants to direct this?" I waited for a while and no one volunteered—they were too afraid of the pressure. Then I started coming up with the jungle and survival concepts, and eventually it got to the point where we were changing the game so much that I realized I needed to direct—it would be too risky otherwise.

Was it also because of the fans?
Perhaps, but believe me, I really wanted to see someone else direct an *MGS* game. I mean, take *MGS2*, for example. If someone else had directed it, perhaps there never would have been a Raiden.

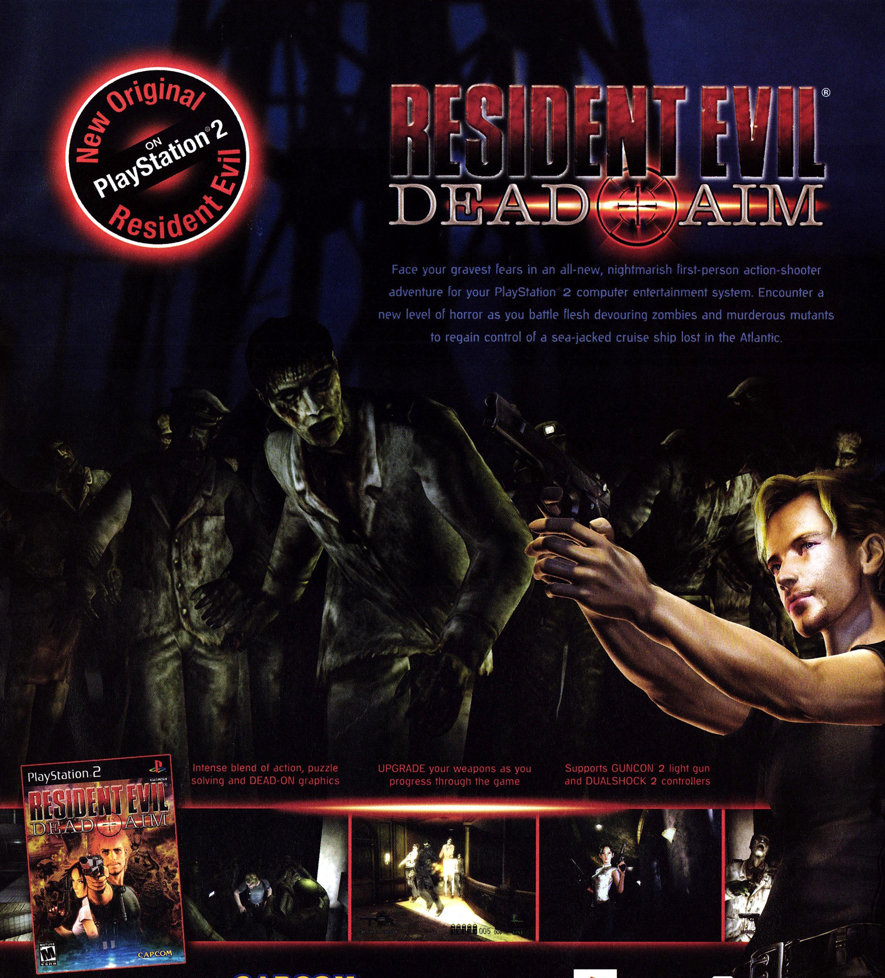
So no one stepped up to direct *MGS3*. How about *MGS Online*?
Yes, some people have. But that's because there's no real story to the game. I'll still be the producer, but with all the stuff I'm doing for *MGS3*, I don't have time to direct it.

How's progress on *MGS Online*?
Personally, I'm not a big fan of online first-person shooters. You're always fighting a bunch of people you don't know—you never see their faces and you have no attachment to them. To me, that's not playing a game; that's senseless violence. But my staff, they love those games. A bunch of them play *Counter-Strike* every day on their lunch breaks. I told them that since they like those games so much, they should just do *MGS Online*.

People complained about the heavy story in *MGS2*. Are you taking this into account with part 3?
People really liked the story line of *MGS1* because it was relatively straightforward. That said, people also really dug the occasional twist—a lie or betrayal here and there. So, when I wrote the story for *MGS2*, I really thought hard about what I could do to take things to the next level. People really seemed to enjoy those twists, so I decided to basically turn everyone into a liar. As you said, people thought it was too much, so I won't do that again.

If you weren't making games now, what would you be doing?
As I've said in the past, I would love to be a filmmaker. But the thing I would love most is to be an astronaut. In reality, though, I would probably just end up being your average office worker—but I'd be an office worker that dreams of one day becoming an astronaut.

photo by Shuji Kobayashi



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BUG KILLER

It's a mad, mad world, where testers get hassled, harassed, and even hit on just to play crappy games.

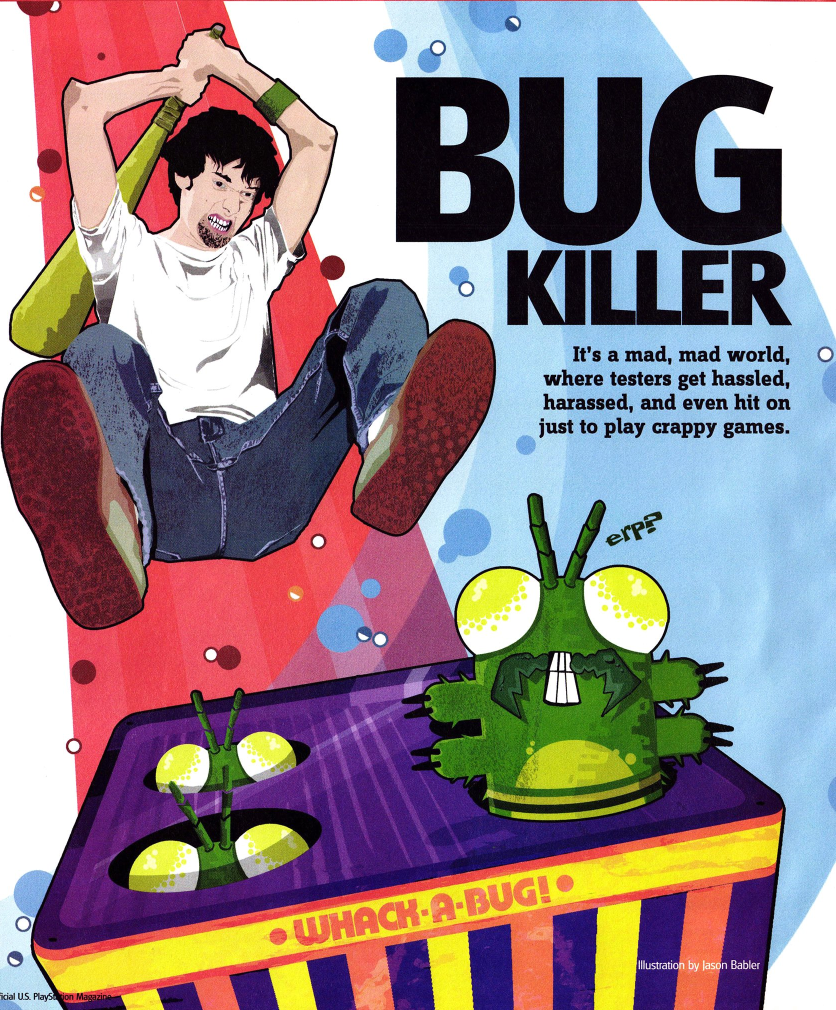

erp?
WHACK-A-BUG!

Illustration by Jason Babler

B5 The one—and only—level in the Lunar Subterrane where you can find Pink Puffs. And, they're in just one room on that level!

OVERHEARD "Sorry, I can't help you. I don't want to get fired." –Typical response from far too many testers who declined to comment for this story.

Check out this month's demo disc for an inside look at what many of you think is the ultimate job: game tester. Sounds great, right? You get to play games for a living, so what could possibly be bad about it? And if you do well, there's a chance you'll nab a promotion to a position where you're actually making your own games. Fantastic!

Not always. To round out *PlayStation Underground*'s video feature, we've rounded up some tales of torture from current and former game testers. Because, y'know, being a game tester isn't *all* fun and games.

"Can You Do It?"

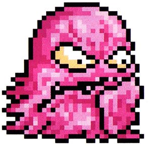
Two words: *Mortal Kombat II*. For Game Boy. For six weeks. Five days a week. Eight hours per day.

Because I was one of three or so testers who'd received a college degree and the only one who actually taught high school English, I was assigned to find all the text bugs in Acclaim's *NFL Quarterback Club '97*—for *all* SKUs, including PlayStation, PC, and Saturn. A typical line of text, seemingly written by lower primates like gibbons or chimps, would read, "Take the Niners SuperBowl? Forth and five on 35! Joe Montanna! Can you do it?" Now imagine a page or so of this text for each "historical scenario," and I would end up writing approximately 600 separate text bugs.

My name appears in such horrible games as *StarFighter 3000*, *Magic The Gathering: Battlemage*, and *Batman Forever*. I got to play games so bad that they weren't even released.

When a game approached release, I was given a stack of 500 or so CDs. For each one, I had to check to see if it worked—meaning, I had to put each into the console, wait, turn the power on, check to see if the game booted up properly, and then play it for a few seconds. Why I was told to do this is beyond me.

—Greg Orlando
Former tester
Senior editor for *Xbox Nation*



On the Trail of Pink Tail

It was near the end of the *Final Fantasy IX* testing cycle that I found a translated list of Eidolon attacks with an attack name we hadn't seen in the game before. It sounded like a gravity attack, but it wasn't Atomos' attack. I knew that some Eidolons had special alternate attacks that appeared only under special circumstances, like having special jewels or items equipped, so I panicked and thought that this was a super-secret Atomos attack we'd missed and nobody had told us about. I set out to find the answer so we could make sure it was working OK, and I had a tester try everything he could think of on Atomos in the meantime because the project was almost over. After two days of inquiries to Japan and hounding the *FFIX* battle director—who happened to be in town and was very nice about it—I found out that it was just an alternate translation for his one attack that was never used. There was no alternate attack for Atomos after all! I then had to tell the tester, Aaron Adams, that the last two days he'd spent equipping different items and summoning Atomos were completely in vain. By the way, that's what Aaron did for two solid workdays. He did a good job, though; I'm sure that if Atomos did have an alternate attack, he would have found it.

Our schedule for *Final Fantasy V* testing ended up being only one month long. We were all very nervous about it because it was my first project and it seemed like a short amount of time to finish a full *Final Fantasy* title. When we got in the first early version a few days before the first testable ROM, I immediately tried it out and everybody gathered around. My saves from the Japanese retail version were still compatible at this point, so I loaded up a save and headed into a town. The town-name window appeared at the top of the screen and it said "month to finish." I thought I was going crazy and everybody started running around in a panic. It turns out that an e-mail about the project from one of the programmers had been spliced into the game in place of the location names and I happened to walk into the town with the "month to finish" location name first. I never did find out if it was used as placeholder on purpose or if it was an accident, but if you played through that version and visited every location, you could piece together a pretty casual work e-mail from one of the game's programmers. Oh, we also ended up working 10-hour days for 28 straight days on that project and we got it done on time.

When we redid *FFIV* for the PlayStation, we knew that someone had to collect the infamous Pink Tail. The item is a very rare drop from the Pink Puffs. We assigned Mat Clift, the craziest tester we had at the time, to find the Pink Tail. After a week of no success, the following Saturday he had seven PlayStations set up with rubber bands on the controllers to auto-attack, and he ran around hitting the Triangle button to start the battle over and over again. He ended up getting two Pink Tails on one save and found out that when you turn in two Pink Tails at the same time, you get only one set of Adamant armor. So he had to get another Pink Tail to make sure it was possible to get a second set of Adamant armor. Then after another few hours of the seven PlayStations going with the new save, he finally got a third Pink Tail and proved you could get more than one set of the Adamant armor.

—David Carillo
Quality Assurance Manager
Square Enix USA

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Bald Money
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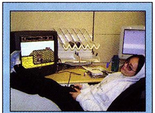
Reina 721
Galuf 774
Faris 721



Lunkheads and Loopholes

For a female tester, surviving the game is quite the challenge

I tested for one company for a while, and one of the senior testers took me under his wing, which was awesome, 'cause I got to test all the really good titles. After three months, he pulled me aside after lunch and asked me if I would be his girlfriend if he wasn't married. When I told him no, he dropped me from his test group and I got placed back on the C-list games. ✱ Another company I tested for had this senior tester who asked me out EVERY DAY. I declined the offer. It got so annoying that I finally got fed up and told my supervisor that he was distracting my work. Little did I know that he was buddies with the guy, so I ended up canned. When I asked HR why I was let go, I was told I was a distraction to the workplace! ✱ I had to test *Young Indy* on Genesis, probably the worst game ever made. I got put on *Indy* because I was a new tester. I soon found out why no one wanted to play it. It was so buggy that it crashed all the time, the gameplay was stiff, and the control was unbearable. I have no idea what they were thinking when they designed the game. I hated it so much that at one point, I wore my hoodie to work and rigged the TV so that my VCR was playing back two hours of gameplay from the day before. I slept with the controller in my hand, so it looked like I was working when you passed by my cube.

—Tricia Gray
Former tester
PR manager for Empire Interactive

Tomb of Doom

There's a certain installment of *Tomb Raider* that had a level to be unlocked if you got all the secrets. On the last day of testing, we got all the secrets and the secret level didn't unlock. It shipped anyway.

Tomb Raider 3: Working 14-hour days for 30 days straight, making $9 an hour, no overtime. Game shipped, and they gave us about a $500 bonus...only *after* the entire team completely freaked out and demanded some compensation.

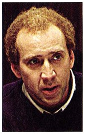
Sitting in a tiny room, no windows, with 20 guys who all eat burritos and McDonald's for lunch...gassy, very gassy. Our fans were working overtime to clear out the funk.

Playing *Hexen* on the N64, four-player split-screen on an 11-inch TV...with the game averaging 10 frames per second. Made me want to quit testing for good.

Telling production all the things wrong with the game from a real gamer's point of view, so production can tell development to change things and then take the credit.

—Anonymous former tester
Currently a producer for a
different game company

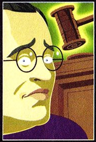
Sitting in a tiny room, no windows, with 20 guys who all eat burritos and McDonald's for lunch...gassy, very gassy. Our fans were working overtime to clear out the funk.



Dead Movie Rights
The latest game to go Hollywood? Namco's *Dead to Rights*, starring none other than Nicolas Cage. Look for it around the time the *Dead to Rights* game sequel hits in late 2004.

THE WATCHDOG

IMAGINE IT'S YOUR KID



I want you to imagine something for a moment. Imagine that your 15-year-old son, while staying at a friend's house, beat that friend, stabbed her, and then took off in her car. Imagine (this part won't be a stretch) that you can't comprehend why your child would do something so horrifying. Imagine the state has declared that your child would be tried as an adult—and that his sentence could be life in prison.

Now imagine in the midst of your confusion and grief, a lawyer approaches you and says it's not your boy's fault. Imagine he shows you a copy of *Grand Theft Auto* and says, "Your boy was doing what he learned in this videogame. He's not to blame. The game is." What do you do?

You would probably do what Jerrilyn Thomas—mother of Dustin Lynch, who did all those things in Ohio last November—did when Jack Thompson, a lawyer and antivideogame crusader, approached her in May and offered to build her son's defense on the idea that videogames are at fault. You rejoice. "Finally, someone who will listen," Thomas said to the *Akron Beacon Journal*. You rejoice because you're being told what you so desperately want to believe: Your boy, your good boy, didn't murder of his own free will. He was driven to it.

So I understand Thomas' relief and hope concerning Thompson's plan to take over her son's defense. But I also wonder if Thomas has asked herself what Thompson is getting out of defending her son against the murder charge, and if defending her son is Thompson's primary interest here. After all, Thompson has been making a career fighting against videogames, and Thomas' son's case has all the right ingredients to be a nice grandstand for Thompson's cause. Win, lose, or mistrial, a case like this would be useful to Thompson. He'd get his media moment and use the trial—however it played out—to push his antigame agenda.

If it were my child up there, I can't even begin to tell you how much I'd want someone to come to me and say that the person I raised, the person I tried to teach right from wrong, was swayed by something so irresistible that my poor kid couldn't help but fall. It would free me from knowing my child was capable of evil. It would free me from thinking I had failed as a parent. I understand.

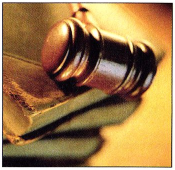
But more than that, I would want my child represented by someone whose only priority was my child. I wouldn't want someone who has a crusade to think about, one that goes on even if my child spends his life behind bars. A trial like this may be some lawyer's grandstand. But it would also be my kid's life.

So, imagine. What would you do?

John Scalzi awaits your thoughts and comments. Bring them to the *OPM* message boards at Gamers.com or e-mail him at john@scalzi.com.

JUSTICE IS SERVED

A new ruling finds that videogames are protected by the First Amendment



On June 3, the 8th Circuit Court of Appeals ruled that a St. Louis County law regulating the sale of videogames to minors was unconstitutional, overturning an earlier court ruling that said videogames were not protected by the First Amendment of the United States Constitution.

The court wrote, "If the First Amendment is versatile enough to 'shield [the] painting of Jackson Pollock, music of Arnold Schoenberg, or *Jabberwocky* verse of Lewis Carroll,' we see no reason why the pictures, graphic design, concept art, sounds, music, stories, and narrative present in videogames are not entitled to a similar protection. The mere fact that they appear in a novel medium is of no legal consequence."

The St. Louis County ordinance (passed in 2000 but never enacted) required parental consent for minors who wished to purchase certain violent or sexually suggestive videogames. The ordinance's constitutionality was upheld in an April 2002 ruling by U.S. District Court Judge Stephen Limbaugh, who noted the county's interest in aiding parents in protecting their children.

In overturning Limbaugh's ruling, the 8th Circuit Court of Appeals wrote: "While it is beyond doubt that 'parents' claim to authority in their own household to direct the rearing of their children is basic in the structure of our society,' [according to *Ginsberg v. New York, (1968)*] the question here is whether the County constitutionally may limit first amendment rights as a means of aiding parental authority. We hold that, under the circumstances presented in this case, it cannot."

The 2000 St. Louis ordinance was based on an earlier Indianapolis ordinance regulating the sale of videogames. That ordinance was itself invalidated by a Chicago federal appeals court.

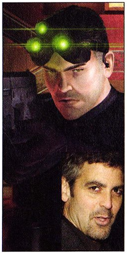
The 8th Circuit Court of Appeals ruling, *Interactive Digital Software Ass'n v. St. Louis County,* is available online at www.ca8.uscourts.gov/opndir/03/06/023010P.pdf.

–John Scalzi

DREAM CAST

Screw Jack Ryan. There needs to be a movie based in the Clancy-verse starring a different hero. Our pick? Sam Fisher in a big-screen version of *Splinter Cell*. But who should play Sam and pals should such a flick come to fruition? We asked Ubi Soft's Domitille Doat, producer of *Splinter Cell: Pandora Tomorrow*. Here's what she said.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



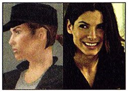
Sam Fisher: George Clooney
We can't say we disagree with Doat's pick for *Splinter Cell*'s aging yet resourceful hero. "He has that distinguished, handsome thing down," she says, "and he is so sexy. He is definitely Sam."

Irving Lambert: Morgan Freeman
"He is calm, cool, and collected," Doat tells us. "You want to trust Morgan Freeman. Just like Lambert."

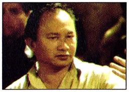
Anna Grimsdottir: Jaime Pressly
For Third Echelon's communications leader, Doat wants "someone athletic and badass." And hot.

Vernon Wilkes: Steve Buscemi
"He's the perfect nerdy computer guy. Plus, on principle, every movie should have Buscemi."

Sarah Fisher: Eliza Dushku
"I think this Slayer could do some damage as Sarah!" Doat comments on this sexy *Buffy* alumnus.



Frances Coen: Sandra Bullock
"Frances is the girl next door with something extra," says Doat. Her spunky pick makes sense to us!



Director: John Woo
"It would have to be someone who could handle the action but also capture the mood." Mr. Woo can do that.

illustration by Greg White

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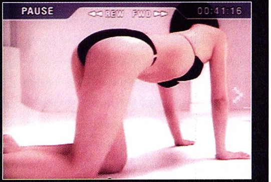
ONLY IN JAPAN



MOTION GRAVURE

Photographers are blessed folk. Think about it for a minute. Not only do they get to fly to the world's most exotic locations to hang out with the world's most beautiful women, but they also get to take pictures of them in alluring poses and various stages of undress. And unlike the rest of us, they don't get arrested for this. In fact, they're paid quite handsomely for this privilege.

Sony's new *Motion Gravure* series puts you in the rather enviable shoes of a fashion photographer. Each game features a different Japanese model: Tomomi Kitagawa, Megumi, Hiroko Mori, or Harumi Nemoto. We have no idea who any of them are, but we do know that they're very attractive (as you've probably already seen in the pictures—no, we don't believe that your eyes went straight to the text).

ayStation 2
本はるみ エイゾープレイ
PlayStation 2
MEGUMI エイゾープレイ

There's actually a whole lot of technical trickery involved with the camera and creating a system of full-motion video that plays seamlessly while you snap your pics...but let's get real: Nobody cares. It's all about photographing the girls as they purposely try to get a rise out of you by engaging in playful acts like splashing water, blowing bubbles, and getting down on all fours (to crawl—they're just crawling). It's refreshing, really, because the game doesn't try to hide the point. Whereas you might argue that you really, truly bought *DOA: Xtreme Beach Volleyball* for the volleyball or that *Love Mahjong* is really the best mahjong simulator around, there's no getting your way around this. It's the videogame equivalent of purchasing one of those novelty inflatable female dolls.

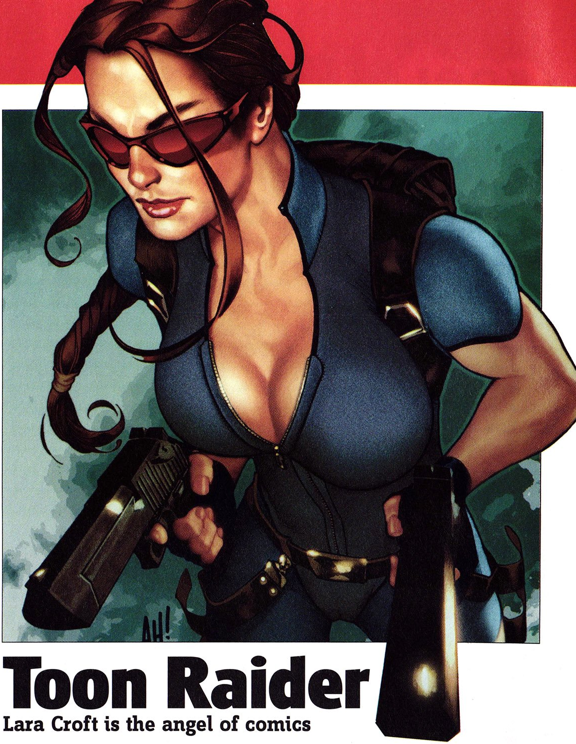
So, lonely male gamers of the world, if you want to perv out to hot Japanese models, better look for an importer. It doesn't take a genius to figure out that *Motion Gravure* isn't coming out here anytime soon.

GAME PHOTOGRAPHY 101

Primal Image (PS2): Think *Motion Gravure*, just rendered in 3D with polygons. And that's about it, really.

Fatal Frame (PS2): Instead of snapping photos, use your camera to suck the life out of ghosts (which is ironic, given how inherently dead ghosts are).

Pokémon Snap (N64): Would have been the perfect game...if only it had *Fatal Frame*'s life-sucking camera. Die, Meowth, die!



Toon Raider

Lara Croft is the angel of comics

We all know Lara Croft as one of today's premier videogame and movie heroes. But did you know she's just as big in the world of comic books?

Ever since Ms. Croft teamed up with Witchblade in 1997, she's been a staple in Top Cow Comics' acclaimed lineup. Since her 1999 solo comic debut (appropriately titled *Tomb Raider*), each story has existed with no real tie to the games or movies. That all changes with issues 32 through 34 (on sale July through September, respectively). Written by Adam Hughes and penciled by Tony Daniel, these three issues adapt the events of the next Lara game, *The Angel of Darkness*, into the comic's next story arc.

"It's very close [to the game's story], but not close at all," teases Jim McLauchlin, Top Cow's editor-in-chief. "What you get here is a cool comic-book story utilizing a great lead character in Lara Croft and some of the story line and characters from *Angel of Darkness*."

As if that weren't reason enough for Lara nuts to check out the comic once they've played through the recently released game, "it's very fast-paced and kinetic," boasts McLauchlin. "We start page one of *Tomb Raider* #32 right in the middle of the action. For 12 pages, it's a thrill ride—you don't even get to take a breath. It's only then that we reset and show you how Lara got into the predicament she's in."

Sounds fun to us. Who knows? The comic might even be more worthy of your time than the game itself!

CAPCOMICS

Dante and friends on the printed page

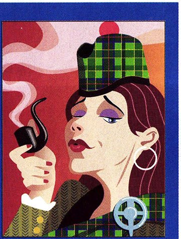
Soon, Lara won't be gaming's only comic-book hero. Dreamwave (*Transformers, G.I. Joe*) has inked a deal to adapt several of Capcom's titles to the medium beginning this fall, including *Mega Man, Maximo, Rival Schools, Darkstalkers*, and No. 1 on our list, *Devil May Cry*. "One of my gripes with the original *DMC* was the lack a of cohesive, engaging story line," comments *DMC* writer Brad Mick. "[The first story arc] allows us to play with the mythos and really explore what makes these characters tick. We're pulling out all the stops to ensure that Dante kicks as much ass as possible—all while looking slick as hell. Trust me, it's gonna be a blast... and quite gruesome, as well."

BASED ON A GAME BASED ON A TV SHOW

Dark Horse Comics' *Buffy the Vampire Slayer* series sets up her PS2 debut, *Chaos Bleeds*, with a recently released prequel comic of the same name.

Clish MacLaver's

GOSSIP GOSSIP



All the muck that's fit to rake

It's amazing what a few beers inside someone can do when they're at E3. One minute they're doing their job, the next they're a bit tipsy and doing and saying all kinds of things that they shouldn't.

FINAL FANTASY VII-2

For the past month, the rumor on *VII-2* has been that Nomura is keen to work on the project. So keen in fact, that he's more interested in working on designs for it than his scheduled project, *Kingdom Hearts 2*. This rumor has been expanded upon since E3, when the scuttle was that *VII-2* would actually be a PSP launch title next year. After some digging around, I can tell you this... it ain't a PSP game. Expect to hear some confirmation about it coming to PS2 within the next six months or so. I wouldn't want to predict a release date. Oh, what the hell...my guess is next November.

MALICE CANNED

It seems when Vivendi Universal sucked Sierra under its wing, it realized it had one too many crappy platform games. Already having destroyed the reputations of both *Crash* and *Spyro*, Vivendi apparently just didn't have it in itself to take another platform game from another respected developer and then run it into the ground. As such, Argonaut was cut loose from its *Malice* deal and is apparently shopping the game around for a new publisher. What this means for the celebrity connections, I don't know. Rumor has it that all the voice work Gwen Stefani did for the lead role will remain, regardless of who picks up the game.

ROAD RASH RIDES AGAIN IN 2004

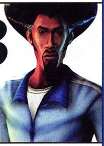
Although it wasn't shown at E3, I have it on good authority that the new *Road Rash* game is coming along very nicely at EA's studio in Vancouver. Licensed bikes, huge open maps with multiple routes across the country, and nasty combat with baseball bats, chains, and other beastly biker stuff—it's everything that 3DO's *Jacked* claimed to be, only it has the name that everyone wants to see again. It's been too long without a *Road Rash* to play. I can't wait. After seeing Vancouver's *Need for Speed Underground* this month, I have high hopes for this.

G.I. JOE

EVERY TOY LINE GETS A GAME

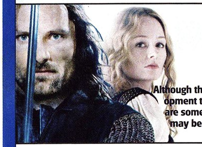
It seems we're reaching the point where every major toy line and every cartoon ever made gets its own game. Atari joins in with *G.I. Joe*.

STREET 3



NBA STREET PUMPS ANOTHER VOLUME

NBA Street Vol. 2 has proven to be so popular that a sequel is the most sensible thing for EA to do at the moment. Expect it to be even more soaked in pop culture when it hits next year.



RING

LORD OF THE RINGS ONLINE?

Although there are only a few months of development time left on *Return of the King*, there are some strong rumors indicating that there may be an online co-op mode in the offing!

VENDETTA

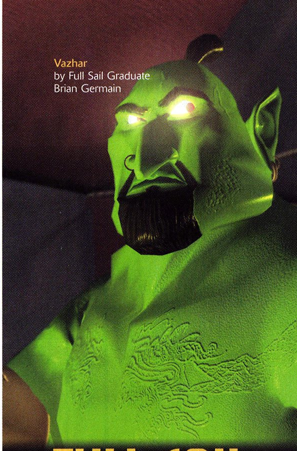
DEF JAM RETURNS

Most of you seemed to like *Def Jam: Vendetta*, so you'll be pleased to hear that a) there's a sequel in the works, and b) there are some other games with the Def Jam name attached coming next year.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com

illustration by Greg White



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EXPLORE YOUR ROOTS
Rancid's guitarist (Tim "Lint" Armstrong) and bassist (Matt Freeman) founded the seminal ska-punk band Operation Ivy.

SOUND STATION

By John Scalzi

Starring Backyard Wrestling

BACKYARD WRESTLING

American Hi-Fi: *The Art of Losing*

THE ART OF LOSING
AMERICAN HI-FI

If you told American Hi-Fi they couldn't write a song that didn't have an overt lyrical or sonic reference to other bands and songs, I suspect you'd end up with an entire album of songs about Skittles. These boys are lost at sea when it comes to thinking up anything new, but the good news is that whether they're listing their favorite albums in "The Breakup Song" or blatantly channeling Oasis in "This is the Sound," they at least show fairly good taste. As long as you know *The Art of Losing* is the sound of every rock band you've ever heard before, you'll be fine.

Final Score: ★★★½

Murderdolls: *Beyond the Valley of the Murderdolls*

The Murderdolls are a bunch of fun-loving freaks who trash-picked at Rob Zombie's place and then swung by the Cramps' house to see what was wallowing around in the gutter there. Pity they don't do more with what they've got. The band scores big with "Love at First Fright," a love song to the demon-possessed girl in *The Exorcist*. That song's a galloping ball of oozing delight, but the rest of the disc is noise better listened to while doing other things (say, playing a videogame). For all the shock-goth trappings, it's pretty basic stuff.

Final Score: ★★★

Rancid: *Rancid* (2000)

It'll probably take you longer to read this review than to listen to most of the songs on *Rancid*, and that's a good, good thing. After the Clash-y ska-punk stylings of *...And Out Come the Wolves* and *Life Won't Wait, Rancid* (their second album of that name) is pedal-down unvarnished punk noise with short songs that blast through your speakers as fast as possible. Simply put, Rancid is one of the great punk bands of any era, and *Rancid* is as good as any punk album you're going to find anywhere. Boys and girls, take notes, 'cause this is how it's done.

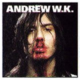
Final Score: ★★★★½

Stone Sour: *Stone Sour*

Oh God, another batch of whiny bastards. I'm revealing my shallow side here, but I've gotta tell you I liked hard rock a lot better when hard rock bands wrote about something other than how life is one huge pile of maggoty pig guts. *Stone Sour* is utterly standard rock of this sort, with some of the trappings of bands such as Alice in Chains and System of a Down, but without much real spark. The only piece to get a real reaction from me is album-closer "Omega," a spoken-word track so painfully lame that I actually had the urge to pummel the CD with a hammer.

Final Score: ★★

Andrew W.K.: *I Get Wet*



Aw, yeah! This is more like it. All Andy W.K. wants to do is party—as you can tell from tracks such as "It's Time to Party," "Party Hard," and "Party Til You Puke"—and he applies himself to this idea with the same guitar-fueled single-mindedness that has made bands like Kiss unstoppable fun machines since the Paleolithic age. Yes, this is deeply brain-dead stuff, and if you listen to too much of *I Get Wet* at one time, you can actually feel yourself getting stupider. But you know what? I'll take it. Just one track of Andy W.K. boosts your immunity to sad-bastard rock bands like Stone Sour.

Final Score: ★★★★

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COMING SOON

BAN DAI

侵食汚染 .hack OUTBREAK™ Part 3

In the 3rd chapter of the .hack saga, "The World" continues to deteriorate as the virus spreads out of control, and crosses the increasingly transient line separating "The World" and reality. As Kite, you must battle your way through "The World" before it implodes upon itself. In part 3 of the .hack series, you are faced with the distinct possibility that this virus might be unstoppable, leaving .hack part 4 to be something developed by Mr. Nawton or Sam Antic. And still no internet fees involved!

publisher **Bandai**//developer **Cyber Connect 2**
genre **Simulated MMORPG**//release date **Fall 2003**

You'll fight your way through contaminated servers and eliminate enemies, all in an attempt to uncover the cause of this debilitating virus that is slowly taking over the network. And don't forget about your friend Orca who's still in the coma!

I love part 3. I must admit I am addicted to the completely original gaming experience that .hack offers. I enjoyed part 1, and became addicted with part 2. The battles and story intensified, and the cast grew to include a motley crew of online/offline players. Moreover, the sensation of playing an online game intensified: emails and news items drew me further and further into "The World," and part 2 also has a cool mini-game — Grunty Racing.

A great story and addictive gameplay.

Team up with characters from the animated TV series.

In part 3, every individual element of this story steps up another notch. This series keeps getting better and better. I'm completely hooked! .hack part 3 is a must buy. And I can only add that .hack 4 had better come soon.

-Orca, Web News, Altimit.

Abrasive False Tragedy

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TEEN T CONTENT RATED BY ESRB

Mature Sexual Themes
Mild Language
Violence

.hack//SIGN

As seen on CARTOON NETWORK

PlayStation®2

BAN DAI

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(s03)

POWER PLAYER
Daniel Day-Lewis has been in an astonishing number of Oscar-winning films, including *Gandhi, A Room With a View,* and *My Left Foot.*

DVD REVIEWS

By John Scalzi

GANGS OF NEW YORK

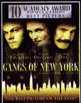
Return to the era of top hats and spectacular mustaches

Most Americans have a massive gap in their knowledge of U.S. history for the period from 1776 until right around the Civil War era. During this mystery time, for all we know, the United States was populated by roving bands of steam-powered robots duking it out with space monkeys for supremacy. Into this yawning chasm of collective memorylessness, Martin Scorsese has dropped *Gangs of New York*, a film based on the actual New York of the 1840s through the 1860s. It was, as it happens, a horrifyingly violent place, fractured by rival gangs that make today's gangs look tame and quaint—no robots or space monkeys, but in some ways, that alternate history would likely be more civilized.

It's a wild vision of a mysterious time, and Scorsese, the master of visceral urbanism, gets us right into the muck as we follow the path of a young man (DiCaprio) who yearns to kill his father's murderer, gang leader Bill the Butcher (an indelible Day-Lewis). The journey is a Dickensian epic (if Dickens had had a thing for hammers and knives), and you're likely to spend more time on the details than on the story. The film has its flaws: For one, it doesn't have the nervy twitch Scorsese's best films do, but then again, it shows an imperfect, unfamiliar time in our past. In that way, the film matches its subject. The DVD comes with a commentary by Scorsese (can't beat that!), plus history and making-of materials and a U2 music video.

Movie Score: ★★★★

DVD Extras Score: ★★★


10 ACADEMY AWARD NOMINATIONS BEST PICTURE
DiCAPRIO
DAY-LEWIS
DIAZ
GANGS OF NEW YORK
THE BEST PICTURE OF THE YEAR!

Gangs of New York
(Leonardo DiCaprio, Daniel Day-Lewis)

UPCOMING DVD RELEASES

July 1, 2003
The Advocate
Gangs of New York
How to Lose a Guy in 10 Days
King of the Hill: Season 1
The Real Cancun
There's Something About Mary: Collector's Edition

July 8, 2003
Basic
Phone Booth
Robocop 2

July 15, 2003
Eve of Destruction
Friends: Season 4
Gods and Generals
Mash: Season 4
Shanghai Knights

July 22, 2003
Big Trouble
Brain Damage
Drop Dead Fred
Final Destination 2

July 29, 2003
The Basketball Diaries
Daredevil
Solaris
Spider

BASIC

(John Travolta, Samuel L. Jackson)

Hey, it's John and Sam together again! Directed by the dude who brought you *Die Hard*! So what could go wrong? Answer: lots, mostly because the story, which involves a missing drill sergeant (Jackson) and the investigator brought in to find out what happened (Travolta), is so knotted up with plot twists that it strangles itself. It's like watching *Rashomon* while simultaneously experiencing botulism. Travolta and Jackson do what they can (as does director John McTiernan, striving to atone for his recent *Rollerball* remake), but the story hangs them out to dry. You couldn't follow this one with a map and a Boy Scout. The DVD comes with director commentary and making-of featurettes.

Movie Score: ★★

DVD Extras Score: ★★½

DAREDEVIL

(Ben Affleck, Jennifer Garner)

I've never been a big Daredevil fan—well, to be more accurate, you could take all my interest in

BUSY GAL

Pamela Segall, the voice of Bobby Hill in *King of the Hill,* was also heard in *Run Like Hell, Escape from Monkey Island,* and *The Animatrix.*

DID YOU KNOW?

David Cronenberg, director of *Spider,* was cited by the designers of *Silent Hill* as a major influence.

the character, squeeze it in the space between an atom's nucleus and its first electron shell and still have enough room for a cheese sandwich and a pony—so, honestly, this film involved me not at all. But my sad little Daredevil-loving friends tell me it doesn't entirely suck, Ben Affleck is a perfectly competent superhero, and they'd give an organ, any organ, to meet Jennifer Garner in her Elektra getup (well, maybe they'd hold back one organ). So if you're the type to get worked up over Affleck fighting crime while dressed up in upholstery, here you go. DVD extras are ample, including director commentary, text commentary, scene studies, special-effects features (including a look at Daredevil's "sight"), a virtual edition of *Daredevil* #1, and three music videos, including Evanescence's "Bring Me to Life." Solid.

Movie Score: ✪✪◐
DVD Extras Score: ✪✪✪◐

HOW TO LOSE A GUY IN 10 DAYS

(Kate Hudson, Matthew McConaughey)

A hot-chick writer (Hudson) researches a story on how to seduce a man and then dump him in just 10 days. Hell, I can tell you how to do it in 10 seconds: Right after sex, turn to him and say, "Let's name our children after my ex-boyfriends." Works. Every. Time. But then you wouldn't get to watch Hudson and McConaughey trudge attractively but pointlessly through this by-the-numbers pile of romantic comedy crap. And what a tragedy that would be. The DVD has director commentary, deleted scenes, and interviews.

Movie Score: ✪✪
DVD Extras Score: ✪✪◐

KING OF THE HILL: COMPLETE FIRST SEASON

(Mike Judge, Kathy Najimy)

I always thought *Beavis & Butthead* was massively overrated, so I didn't have high hopes for *B&B* creator Mike Judge's *King of the Hill,* not the least because the trials of a flabby white Texan are, shall we say, not typically what I'd sign up to see. Boy, was I wrong. Outside of *The Simpsons* (waaay outside), it's about the best primetime animated series ever, mostly because Judge gets the balance between amusing realism (or the version of it that exists in Texas, anyway) and cartoon anarchy. Also, I love the Boomhauer character. And to Judge's credit, he got the mix right from the very first show, which makes the first season well worth having on DVD. Selected episodes feature commentary tracks; plus, there are deleted scenes, the opening credits with alternate music, a video from Barenaked Ladies, and an Easter egg on mowing.

Movie Score: ✪✪✪✪
DVD Extras Score: ✪✪✪

PHONE BOOTH

(Colin Farrell, Katie Holmes)

The unfathomably ubiquitous Colin Farrell (he's also in *Daredevil*) plays a schmuck of a publicist who answers a public phone and is told by a sniper on the other end that if he hangs up, he's dead. As if a publicist ever gets off the phone. The movie has its sordid little charms, including Kiefer Sutherland as the insidious voice on the other end. And as someone who's had to deal with publicists, I love the film's concept, but you have to ask yourself whether you really want to watch someone talk on the phone for 90 minutes, even at the risk of death. Director Joel Schumacher provides commentary on the DVD.

Movie Score: ✪✪✪
DVD Extras Score: ✪✪◐

THE REAL CANCUN

(Jorell, Sky)

Get ready for the in-flight movie on your next trip to the second circle of hell. It's from the makers of MTV's *Real World* series, so it's just like an entire season of that show compressed into 90 minutes—but with nipples, sex, and cursing. There are entire toolboxes of implements that I would rather poke into my eyes instead of watching this sort of unrelentingly vapid crap, and what's more, I'd be willing to share these implements with you to keep you from watching it as well. I mean, really. If you want to watch nipples, sex, and cursing, have the courage to simply watch porn. The DVD includes deleted footage.

Movie Score: ✪
DVD Extras Score: ✪

SHANGHAI KNIGHTS

(Jackie Chan, Owen Wilson)

Shanghai Knights is pretty dumb, but it's impossible to think ill of it. Credit for that goes to its stars, Jackie Chan and Owen Wilson, who are just so goofy that you have to smile. The plot's something about the Great Seal of China being stolen, and the next thing you know, everyone's in London, hanging out at the House of Lords. But you don't come to this film for its plot. You come for Chan and Wilson's action scenes, pillow fights, and meeting with Jack the Ripper. And, of course, for the outtakes over the credits. The DVD has director and writer commentaries and deleted scenes.

Movie Score: ✪✪✪
DVD Extras Score: ✪✪✪

SPIDER

(Ralph Fiennes, Miranda Richardson)

Director David Cronenberg is probably the most underappreciated filmmaker working today—few directors have his facility for taking internalized hells and turning them out into the world. *Spider* lacks the splatter and ick of Cronenberg's best-known horror stuff, but in its place, there's Ralph Fiennes' performance as a schizophrenic ambling aimlessly through his past, present, and fantasy, watching how these narrative threads combine into an unsettling now. Fiennes, nearly wordless, is great. This is a slow and difficult film, but the type of damn-fine filmmaking that's rarely seen anymore. There were no DVD extras announced at press time.

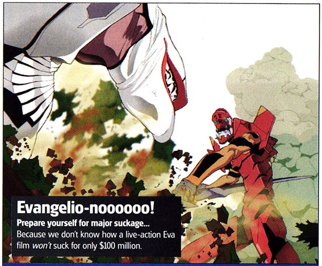
Movie Score: ✪✪✪✪
DVD Extras Score: N/A

SOLARIS

(George Clooney, Natascha McElhone)

Not so much a science-fiction film as a psychological drama, which probably came as a surprise to the geeks expecting George Clooney to have laser battles. Clooney plays a psychologist (in space!) trying to figure out why a space station crew has been acting strangely. Complications occur when his dead wife shows up on the ship. Dispense with your usual expectations of Hollywood sci-fi and you'll find *Solaris* pretty interesting. Director Steven Soderbergh and producer James Cameron (yes, that James Cameron) provide commentary, and there are two making-of features as well.

Movie Score: ✪✪✪◐
DVD Extras Score: ✪✪✪



Evangelio-noooooo!

Prepare yourself for major suckage...
Because we don't know how a live-action Eva film *won't* suck for only $100 million.

ANIMANIA!

From Japan with love

No, We're Not Joking. Really

Spiking the anime buzz meter this month is the announcement, made at the Cannes Film Festival, that Gainax, ADV Films, and Peter Jackson's WETA special-effects shop are collaborating on a live-action *Neon Genesis Evangelion* film. The creators have little else to say, leaving speculation to run rampant regarding issues such as how to cut the story to fit a 120-minute running time, how it could possibly look good for under $100 million, and where to get real actors willing to suffer through Hideaki Anno's phantasmagoric nightmares. We'll keep you posted, naturally.

Crush Them, DVD Robo

The news out of Anime Central tells us that Manga Entertainment is in negotiations to license the DVD version of *Giant Robo.* Yasuhiro Imagawa's mecha epic got the digital treatment in Japan a while back, and by all accounts, the discs are first rate, but the American release has remained up in the air. Hopefully, Manga will sort the deal out soon and snap up the hilarious *Ginrei Special* OVAs in the bargain.

One + One = 17

Continuing the summer licensing news is Media Blasters' acquisition of *Figure 17,* the odd little story of two friends who become two halves of a heroic being. It's set apart by very unusual pacing—it's 13 episodes long, but each episode is 20 minutes longer than the usual anime, giving it much more time to slow down and explore the ordinary lives of its characters. Look for it when it arrives in the fall.

We're Waiting...

Farther off in the distance, probably late this year, Bandai will release the *Infinite Ryvius* TV series. This gets things backward, since *s-Cry-ed,* which began production later than *Infinite Ryvius,* is coming this summer, but perhaps Bandai wants to soften folks up with some conventional shonen action before switching to the weird, experimental *Lord of the Flies*-in-space concept. Look forward to it in any event, since it's one of the most interesting, gritty sci-fi stories in some time.

Crimson Pig Flies Over Pacific

Reports from several sources, inspired by a loose-lipped voice actor, indicate that *Porco Rosso* is in the works for release by Disney sometime soon. If this does pan out, it's great news—*Porco,* also known as *Kurenai no Buta* (Crimson Pig), is one of Hayao Miyazaki's finest films. An action-packed story of a mercenary pilot who happens to transform into an anthropomorphic pig, it's also a beautiful re-creation of Europe between the world wars.

–Dave Smith

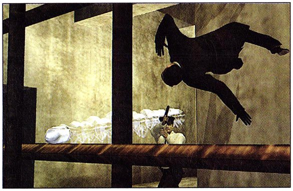
CHOBITS
Sure, it's way girly. But it's also a very cool manga from Tokyopop. Check it out, now!

BY THE NUMBERS

IN ASSOCIATION WITH EB GAMES electronics boutique

PS2 Top 20 Sales

According to a recent survey from marketing firm New Media Strategies, 67 percent of game consumers are more likely to buy or rent a videogame if it has a movie tie-in. Yep, that explains it.

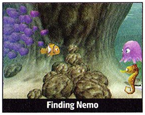


"Eat your heart out, Lionel Ritchie. I'm dancing on the ceiling! Oh! What a feelin—huh? Wuzzat? It's just the *wall* I'm running on? And I'm trapped in the Matrix? In a horribly mediocre game? OH NO!!!"

	Title/Publisher	Rating
1	**Enter the Matrix** (Atari)	★★★
2	**NBA Street Vol. 2** (EA Big)	★★★★★
3	**.hack//MUTATION** (Bandai)	★★★★
4	**Splinter Cell** (Ubi Soft)	★★★★◐
5	**Midnight Club II** (Rockstar)	★★★★★
6	**The Hulk** (Universal Interactive)	★★★★
7	**X2: Wolverine's Revenge** (Activision)	★★★
8	**Dynasty Warriors 4** (Koei)	★★★★◐
9	**Def Jam: Vendetta** (EA Big)	★★★★
10	**Return to Castle Wolfenstein** (Activision)	★★★◐
11	**MVP Baseball 2003** (EA Sports)	★★★◐
12	**Dragon Ball Z: Budokai** (Atari)	★★★◐
13	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
14	**SOCOM: U.S. Navy SEALs** (Sony CEA)	★★★★★
15	**Indy Car Series** (Codemasters)	★★★
16	**.hack//INFECTION** (Bandai)	★★★◐
17	**Tiger Woods PGA Tour 2003** (EA Sports)	★★★★◐
18	**DDRMAX** (Konami)	★★★★
19	**Marvel vs. Capcom 2** (Capcom)	★★★★
20	**Finding Nemo** (THQ)	★★★◐

The Hulk

X2: Wolverine's Revenge

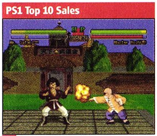


Finding Nemo

.hack//MUTATION

Source: EB Games, May 2003. Numbers reflect the sales at EB and its affiliated outlets, and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff.

PS1 Top 10 Sales



1	**DBZ: Ult. Battle 22**	Infogrames
2	**Final Fantasy Origins**	Square
3	**InuYasha**	Bandai
4	**Beyblade**	Crave
5	**Namco Museum Vol. 3**	Namco
6	**Mortal Kombat Trilogy**	Midway
7	**Final Fantasy VII**	Sony
8	**Final Fantasy Chronicles**	Square
9	**Final Fantasy Tactics**	Sony
10	**Pac-Man World**	Namco

Japan's Top 10 PS2 Games

1	**Tenchu 3**	From Software
2	**Nechu Baseball 2003**	Namco
3	**Master of the Drum 2**	Namco
4	**Yamasa Digiworld**	Bandai
5	**Gen. of Chaos III**	Idea Factory
6	**Final Fantasy X-2**	Square
7	**Robot Taisen Alpha**	Banpresto
8	**Convenience Store 3**	Hamster
9	**Chobits**	Broccoli
10	**Dynasty Warriors 4**	Koei

Top 10 BLOCKBUSTER Rentals

1	**Enter the Matrix (PS2)**	Atari
2	**Midnight Club II (PS2)**	Rockstar
3	**Enter the Matrix (Xbox)**	Atari
4	**NBA Street Vol. 2 (PS2)**	EA Big
5	**X2: Wolvie's Rev. (PS2)**	Activision
6	**Splinter Cell (PS2)**	Ubi Soft
7	**Def Jam: Vendetta (PS2)**	EA Big
8	**Enter the Matrix (GC)**	Atari
9	**NBA Street Vol. 2 (Xbox)**	EA Big
10	**GTA: Vice City (PS2)**	Rockstar

SOURCE: BLOCKBUSTER, WEEK ENDING MAY 25, 2003

Top 10 Sales, All Systems

1	**Enter the Matrix (PS2)**	Atari
2	**Enter the Matrix (Xbox)**	Atari
3	**Brute Force (Xbox)**	Microsoft
4	**Wolfenstein (Xbox)**	Activision
5	**NBA Street Vol. 2 (PS2)**	EA Big
6	**Enter the Matrix (GC)**	Atari
7	**Sims Superstar (PC)**	EA
8	**NBA Street Vol. 2 (Xbox)**	EA Big
9	**PlanetSide (PC)**	Sony Online
10	**Castlevania: Aria (GBA)**	Konami

Let Them Eat Snake

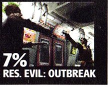
In our playstationmagazine.com poll, we asked which E3 game you're most excited about. *"Metal Gear Solid 3: Snake Eater,"* you huffed. "Duh!" Well, geeze—excuse us for asking.

44%
MGS3: SNAKE EATER

19%
SOCOM 2

16%
GRAN TURISMO 4

11%
CASTLEVANIA: LAMENT



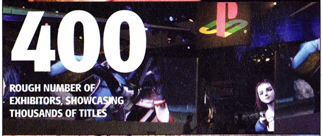
7%
RES. EVIL: OUTBREAK

Everyone Attends E3

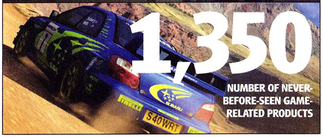
That is, everyone but you! Hahahahahahahaha!! Hahah! Ha!

62,000
APPROXIMATE NUMBER OF INDUSTRY PROFESSIONALS AT THIS YEAR'S E3

80
NUMBER OF COUNTRIES FROM WHICH THESE "PROFESSIONALS" HAIL (WHO KNEW THERE WERE SO MANY?)



400
ROUGH NUMBER OF EXHIBITORS, SHOWCASING THOUSANDS OF TITLES



1,350
NUMBER OF NEVER-BEFORE-SEEN GAME-RELATED PRODUCTS

CONFORMITY IS SUCH AN UGLY WORD

NOT YOUR ORDINARY GAME

RATING: TEEN — CONTENT RATED BY ESRB

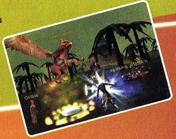
EVERQUEST ONLINE ADVENTURES PS2

Thousands of players. Hundreds of challenges. One game.

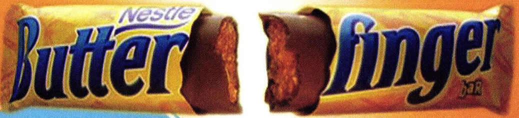
Build a mighty hero as you complete formidable quests, battle countless monsters and unite with players from around the globe to explore the mystical land of Norrath. Welcome to the world of EverQuest Online Adventures, a 3D massively multi-player fantasy roleplaying game made exclusively for the PlayStation 2. Prepare to enter an enormous virtual environment—a seamless realm populated by sorcerers, elves, and creatures both friend and foe. But will you take shelter in parties or dare venture out by yourself?

You and five thousand of your best friends will explore a world inhabited by monsters that will chill your blood and weaken your heart. With hundreds of spells to discover and steel enough to arm a legion of men, EverQuest Online Adventures will turn even the most stalwart gamer into a quivering coward.

EverQuest Online Adventures is ready for you. But are you ready for it?



BREAK OUT OF THE ORDINARY



BREAK OUT TRICKS

RATING PENDING RP — CONTENT RATED BY ESRB

SOULCALIBUR®II PS2

A—Horizontal Slash
B—Vertical Slash
K—Kick
G—Guard

A dark arrow means to hold the direction until the move is complete.

IVY

This is a throw move that must be done while Ivy's weapon is in whip form.

To Change into Whip: ↓↙←

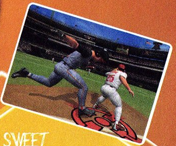
Calamity Symphony: During Whip ↘↖→↓↘↙ Ⓐ+Ⓚ

If this one is too complex, here's an easier move:

Spiral Punishment: ← Ⓐ+ⒷⒷ

HEIHACHI

Spinning Demon Uppercut: →↓⬊ⓀⓀⓀⒷ



SWEET CODES

RATING PENDING RP — CONTENT RATED BY ESRB

MLB SLUGFEST 20-04 PS2

CHEAT CODES

2, 4, 2, GPCD_DOWN),
16" SOFTBALL
0, 0, 4, GPCD_RIGHT),
WHIFFLE BAT
2, 0, 0, GPCD_RIGHT),
BIG HEAD
0, 0, 4, GPCD_UP),
LOG BAT
0, 0, 3, GPCD_UP),
ICE BAT
0, 0, 2, GPCD_UP),
BLADE BAT
0, 0, 5, GPCD_UP),
SPIKE BAT
0, 0, 1, GPCD_UP),
BONE BAT
3, 3, 3, GPCD_UP),
COLISEUM STADIUM

3, 2, 1, GPCD_UP),
ROCKETPARK STADIUM
3, 3, 3, GPCD_DOWN),
MONUMENT STADIUM
3, 2, 1, GPCD_DOWN),
MIDWAY PARK STADIUM
2, 4, 2, GPCD_UP),
RUBBER BALL
0, 0, 4, GPCD_LEFT),
MACE BAT
2, 0, 0, GPCD_DOWN),
TINY HEAD
3, 0, 0, GPCD_DOWN),
MAX BATTING
0, 3, 0, GPCD_DOWN),
MAX POWER
0, 0, 3, GPCD_DOWN),
MAX SPEED

1, 1, 3, GPCD_DOWN),
GLADIATOR TEAM
1, 3, 3, GPCD_DOWN),
BOBBLE HEAD TEAM
1, 0, 2, GPCD_DOWN),
DOLPHIN TEAM
1, 1, 2, GPCD_DOWN),
SCORPION TEAM
1, 2, 2, GPCD_DOWN),
SUBZERO TEAM
1, 3, 2, GPCD_DOWN),
RODEO CLOWN
1, 0, 1, GPCD_DOWN),
LITTLE LEAGUE
2, 1, 1, GPCD_DOWN),
EVIL CLOWN TEAM
2, 3, 1, GPCD_DOWN),
ALIEN TEAM

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Hideous new creatures

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MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence

PlayStation®2

Includes Soundtrack CD

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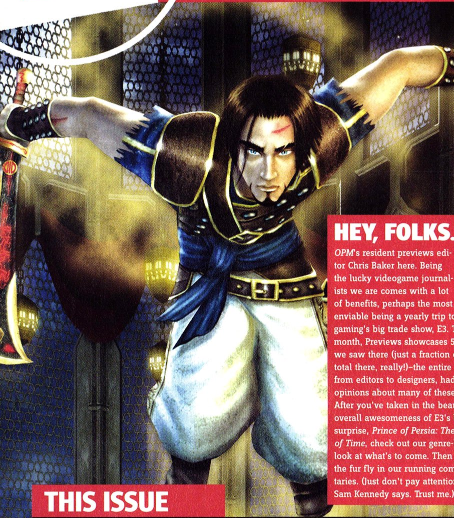
PREVIEWS

E3: Creating enormous Previews sections since 1995!



HEY, FOLKS...

OPM's resident previews editor Chris Baker here. Being the lucky videogame journalists we are comes with a lot of benefits, perhaps the most enviable being a yearly trip to gaming's big trade show, E3. This month, Previews showcases 59 games we saw there (just a fraction of the total there, really!)–the entire staff, from editors to designers, had strong opinions about many of these titles. After you've taken in the beauty and overall awesomeness of E3's biggest surprise, *Prince of Persia: The Sands of Time*, check out our genre-by-genre look at what's to come. Then watch the fur fly in our running commentaries. (Just don't pay attention to what Sam Kennedy says. Trust me.)

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PRINCE OF PERSIA
THE SANDS OF TIME

Quite possibly the best PS2 game at E3

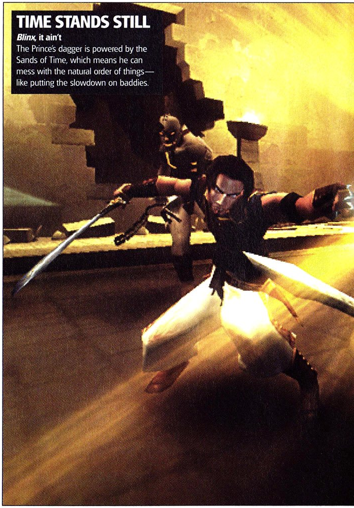
If you've never played one of the old *Prince of Persias*, you owe it to yourself to track one of them down (except *Prince of Persia 3D*...which sucked). Without *Persia*, there probably never would have been a *Tomb Raider*, since Lara Croft is basically a modern-day Prince in 3D. That's the kind of influence we're talking about here.

So when Ubi Soft started talking about a new *Persia* title, we paid attention. And when it told us the *Splinter Cell* team was developing the game, well, we got a little giddy. And when we stumbled across the game in a corner of Sony's E3 booth, all that excitement was multiplied. Because as good as the game looks, it *plays* even better—and it's still nearly six months from release.

Sands of Time is equal parts action and puzzles, but these are the kinds of seamless puzzles that made *Ico* such a gem: They're integral to the game, more about getting from point A to point B than they are about moving blocks or flipping levers (though there's a bit of that, too). And they're frequently based on the Prince's trademark gymnastics. To work your way through these immense, gorgeous structures you climb ropes, swing on bars, balance on beams, and run *Matrix*-style along vertical walls. And every movement is animated with jaw-dropping realism—another hallmark of the series.

Mark our words: As long as the camera gets fixed (right now it's seriously screwy), this is likely to be one of the best games of the year.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** November



TIME STANDS STILL

***Blinx*, it ain't**

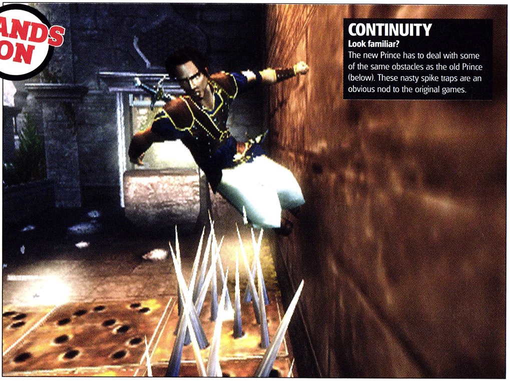
The Prince's dagger is powered by the Sands of Time, which means he can mess with the natural order of things—like putting the slowdown on baddies.

66 CASTLES
Of the Vania sort.
See how *Castlevania* began!

72 CLEAVAGE
This is a racing game?
Namco *R*-evs our engines.

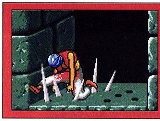
78 CRAZIES
These guys are nuts!
Backyard Wrestling cometh.

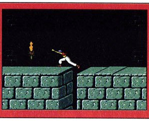
HANDS ON



CONTINUITY

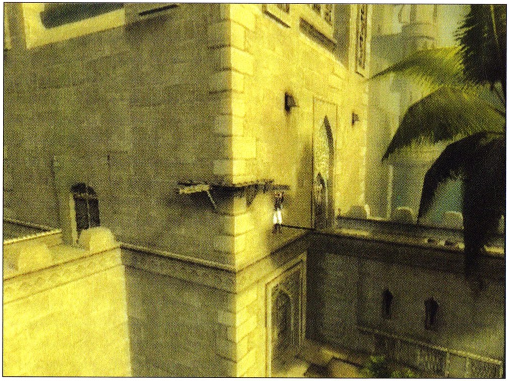
Look familiar?
The new Prince has to deal with some of the same obstacles as the old Prince (below). These nasty spike traps are an obvious nod to the original games.





OLD SCHOOL

Fourteen years and going strong
The first time the Prince made his appearance was in 1989 on the PC. Since then, he's shown up on NES, SNES, Game Boy, Sega Master System, Sega Genesis, Sega CD, Dreamcast, Game Gear, TurboDuo, and...Amstrad CPC? We don't even know what that *is*.

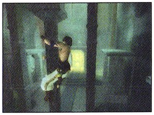


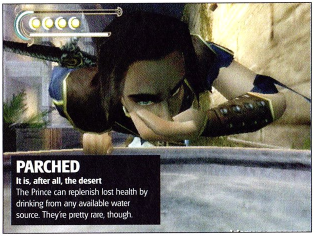
Persia is what Westerners used to call Iran.

www.the-underdogs.org
These folks have an alternate, more challenging version of the original *Prince of Persia* for download.

PRINCE OF PERSIA

(continued)

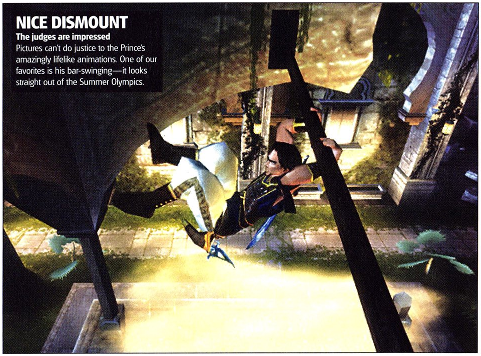




PARCHED

It is, after all, the desert

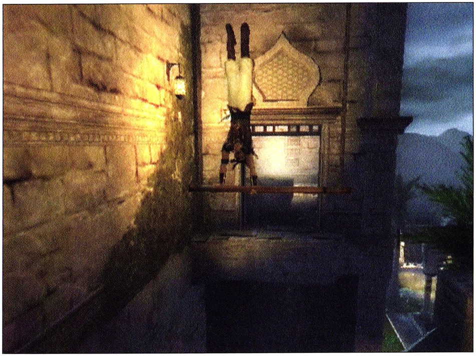
The Prince can replenish lost health by drinking from any available water source. They're pretty rare, though.



NICE DISMOUNT

The judges are impressed

Pictures can't do justice to the Prince's amazingly lifelike animations. One of our favorites is his bar-swinging—it looks straight out of the Summer Olympics.



IT'S GOOD TO BE THE KING

A conversation with *Prince of Persia* creator Jordan Mechner

OPM: How much involvement did you have in *Sands of Time*?
Jordan Mechner: I started out as screenwriter and creative consultant. But in this game, the story is so tightly welded to the game design, in order to achieve what we wanted, it was necessary for me to work very closely with the team. My role has evolved to the point where I have now become a full-fledged member of the team.

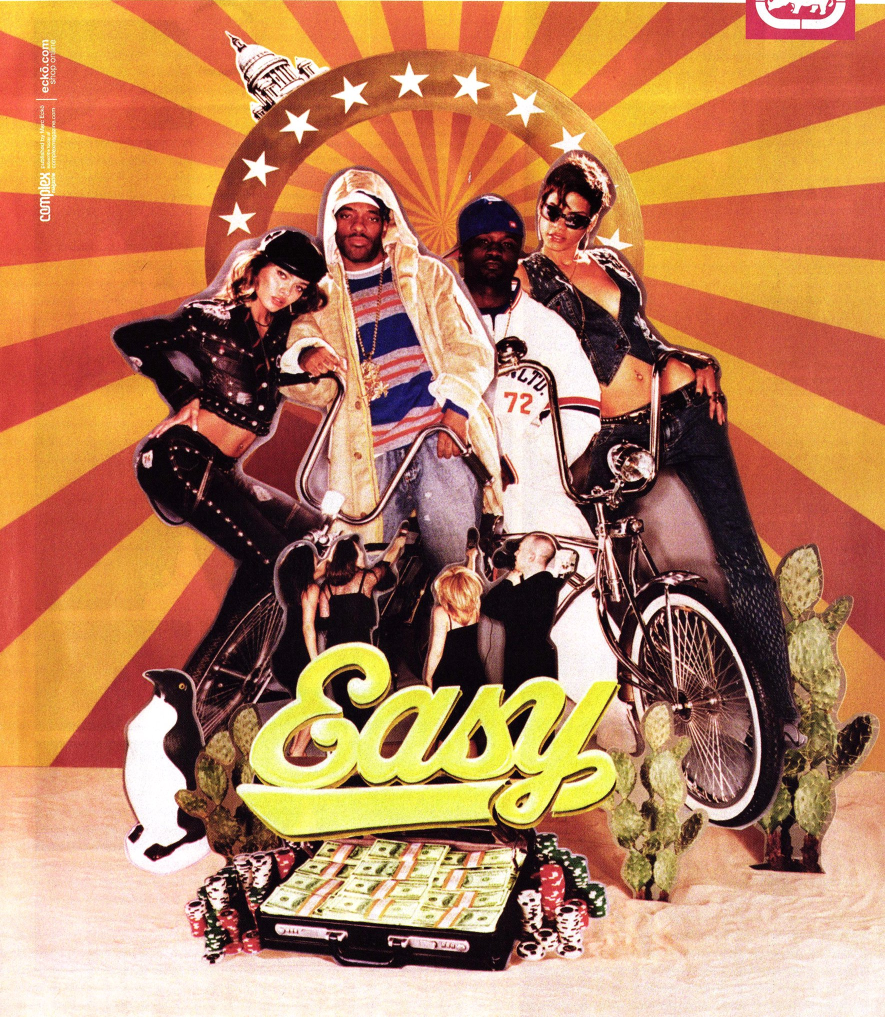
OPM: Did you imagine when you designed the very first game that you'd still be able to make *Prince of Persia* games more than a decade later?
JM: No, I thought that by now I would be a grownup.

OPM: The original game has influenced many games, from *Out of This World* to *Tomb Raider*. What game in the genre has gotten closest to your ideal?
JM: Third-person action-adventure is the only kind of game I play for fun. I was blown away by the first *Tomb Raider*, and of course *Mario 64*. More recently, I was deeply drawn into *Ico*, which impressed me as a real work of art. I felt that *Ico* shared a lot of the storytelling and puzzle-solving spirit of *Prince of Persia*—but not the action part.

"I fell asleep on the train with my lowrider bike, and dreamt that I was in Vegas at a roulette table with Mobb Deep. When I woke up, my bike was gone."

– Marc Ecko

Dreamnasium Series featuring: **Mobb Deep** and **Max Glazer**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72
Easy

French = stylish

SOURCE MATERIAL
Since most of us have never seen the comic on which *XIII* is based, here's an example.

XIII
LE JUGEMENT

GRADIUS V
Publisher: Konami
Developer: Treasure
Release Date: Fall

For the oldest-school of old-school gamers, *Gradius V* may well have been *the* E3 highlight. Side-scrolling shooters have never looked better.

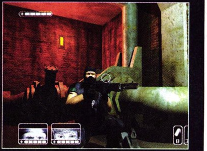
40400
PRESS START BUT

MEGA MAN X7
Publisher: Capcom
Developer: Capcom
Release Date: October

For the first time in the *Mega Man X* series, *X7* features the gaming icon in both 2D and 3D levels. He also gets some help from Zero and a new dude named Axl.

SWAT: GLOBAL STRIKE TEAM
Publisher: Sierra
Developer: Argonaut
Release Date: October

Two A.I. teammates assist you through 21 futuristic missions—and you can also command them vocally, *SOCOM*-style!



SEVEN SAMURAI 20XX
Publisher: Sammy
Developer: Dimps
Release Date: November

Imagine a postapocalyptic version of Akira Kurosawa's film classic with gameplay reminiscent of *Shinobi*. All this from the developer of *Dragon Ball Z: Budokai*!

FIREFIGHTER F.D.18
Publisher: Konami
Developer: Konami
Release Date: February

Fight fires from the safety of your couch! Your enemies in *Firefighter* include backdrafts, flashovers, chemical explosions, and boring ol' fire.

HP
09:30:76
TEMP!!DANGER!
Nothing
PEOPLE 03/1
FIRE 013%

RISE TO HONOR
Publisher: Sony CEA
Developer: Sony CEA
Release Date: Fall

Dead to Rights meets *Max Payne* meets Jet Li. The Jetster has been closely involved in the development of this, so it's probably as deep as his movies.

XIII

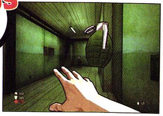
HANDS ON

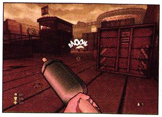
Graphic. Novel.

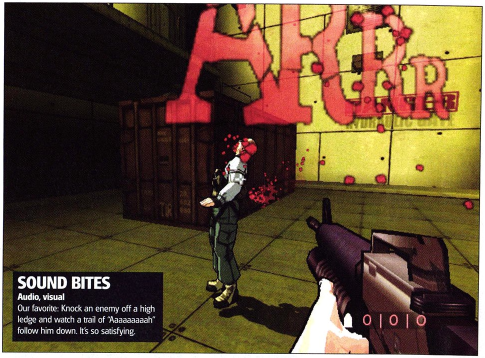
Yeah, we all know cel shading is in the process of becoming pretty seriously overdone. And although it occasionally adds something to a game, a lot of the cel-shaded stuff we've seen lately has seemed fairly gimmicky. Not so with the fantastically stylish *XIII*.

Based on a well-known French comic (well-known in France, anyway), *XIII* throws you into the role of an amnesiac secret agent (of course, being an amnesiac, you don't *know* you're a secret agent) as you're enlisted to help unravel a plot against the president of the United States. The story is told through an ultracool frame-based interface that mimics the look of a comic book, complete with onomatopoeic word bubbles (e.g., "Pow!" or "Bam!") that punctuate key actions. It's the perfect complement to the cel-shaded comic-book graphics. Let's hope the gameplay meets the same high standards.

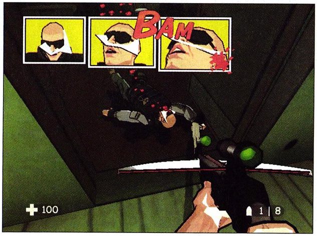
Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** September

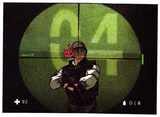


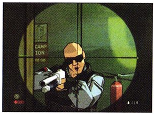




SOUND BITES
Audio, visual
Our favorite: Knock an enemy off a high ledge and watch a trail of "Aaaaaaaaah" follow him down. It's so satisfying.

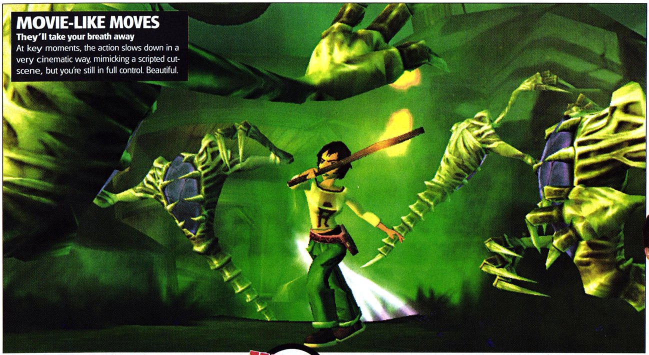






NICE SHOT
That has *got* to hurt
Pick off an enemy from a distance and you're treated to a frame-by-frame recap of how he went down. They're entirely dynamic, so you'll actually see the results of *your* shot. Even better, the bodies stick around as trophies.

OVERHEARD "We wanted to create a game rhythm similar to that of a movie, something that really engages players and delights them in diverse ways." —Michel Ancel on *BG&E*



MOVIE-LIKE MOVES

They'll take your breath away

At key moments, the action slows down in a very cinematic way, mimicking a scripted cut-scene, but you're still in full control. Beautiful.

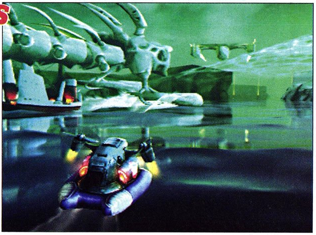
HANDS ON

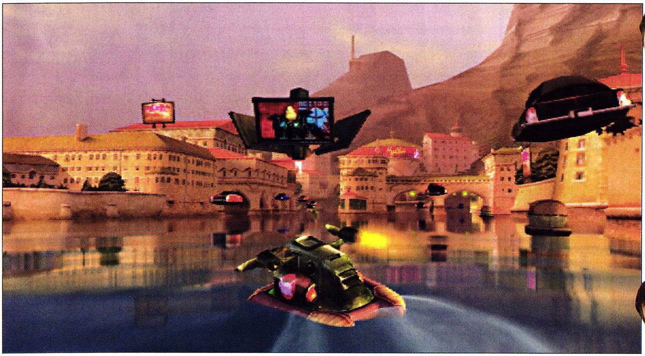
BEYOND GOOD & EVIL

Beyond the bounds of the typical game

Michel Ancel. Get to know that name—soon it'll be uttered by gamers everywhere with the same reverence granted to the likes of Nintendo's Shigeru Miyamoto and *Metal Gear*'s Hideo Kojima. With *BG&E*, Ancel moves from his beloved *Rayman* games to create the cinematic extravaganza he's always dreamed of. Everything about *BG&E*—starring a photojournalist named Jade and her pig (literally) of an uncle Pey'j—has so much polish, it glistens like a Hollywood blockbuster. And the gameplay ain't bad either. A mix of combat, puzzles, racing, quick action, and stealthy exploration, *BG&E* has something for everyone. The best part? The whole thing unfolds like you're in control of a stirring movie.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** Fall





ACTION HEROES

SAM: I was wowed by *Beyond Good & Evil* at last year's E3, but I'm completely in awe of it now. It's a brilliant example of what games could be–and in many cases ought to be–doing. The cinematic feel is incredible. I'm so impressed–this was not only my favorite action game at E3, it's also my pick for the best game there.

GARY: Right on, Sam. It's my game of the show, too. I can't wait to get lost in its world.

JOE: That's because you didn't have time to play *Prince of Persia*.

GARY: Either way, it's gonna be a fantastic holiday season for Ubi Soft. They clearly have two of the best adventures in their library. So far, I prefer *BG&E* to *Persia*–but I know I'm gonna play the hell out of both of them.

TODD: My pick for *not* game of the show? *Rise to Honor*. What an average concept screwed up. Don't we know now that motion capture doesn't work?

JOHN: Amen to that. *Rise to Honor* was very disappointing.

JOE: The idea of being able to attack in any direction from a standing pose was interesting, but the actual fighting was pretty weak. Surprisingly, though, the *Max Payne/Dead to Rights* shooting bits were really good.

TODD: Oh well. At least *XIII* is cool enough to make me want to play an FPS besides *Medal of Honor*.

CHRIS: Yeah, I really dig the whole semihistorical plot of it, too–not to mention the whole look of the game. As far as pure action goes, though, I simply can't wait for the beautiful *Gradius V*. My first NES and GBA games were both *Gradius* titles, if that tells you anything.

SAM: As a huge shooter fan, *Gradius V* rocked my world...but the demo was so stupidly hard that I got really pissed and punched Todd in the ear!

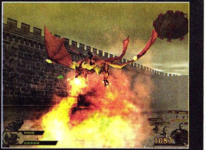
TODD: No you didn't. I was just fantasizing that *Winning Eleven 7* was at Konami's booth and accidentally headed your fist.

Let the bodies hit the floor!

11th The century during which *Lament* takes place, consequently kicking off the entire *Castlevania* saga.

FALLOUT: BROTHERHOOD OF STEEL
Publisher: Interplay
Developer: Interplay
Release Date: October
Let the blood pour as *Steel* console-izes the PC *Fallout* series, just as *Dark Alliance* did for *Baldur's Gate*. You just shoot instead of slash.

DRAKENGARD
Publisher: Square Enix
Developer: cavia
Release Date: Spring 2004
Part *Panzer Dragoon*, part *Dynasty Warriors*, with a fat dose of RPG melodrama tossed in, *Drakengard* is a bloody affair with equal potential to flourish or flop.

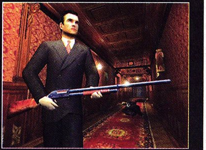


MAXIMO VS. ARMY OF ZIN
Publisher: Capcom
Developer: Capcom
Release Date: October
Zin promises to fix everything you disliked about the first *Maximo*. And you can't go wrong with a game that uses different boxers as power-ups!

MCFARLANE'S EVIL PROPHECY
Publisher: Konami
Developer: Konami
Release Date: Fall
Think this game based on Todd McFarlane's line of Monsters action figures looks like an undead *Dynasty Warriors*? You're right!

FATAL FRAME 2: THE CRIMSON BUTTERFLY
Publisher: Tecmo
Developer: Tecmo
Release Date: October
You control a set of twin girls in this prequel to the scariest game ever. Instead of a big mansion, you explore a haunted town this time.

MAFIA
Publisher: Gotham Games
Developer: Illusion Softworks
Release Date: November
Porting last year's PC game to PS2, *Mafia* takes you back to the time of Capone and Dillinger in a guns-a-blazin' quest for mob supremacy.



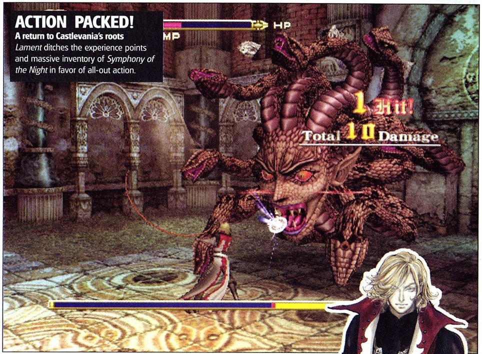
CASTLEVANIA LAMENT OF INNOCENCE

The start of it all

For the first ever 3D *Castlevania* (those N64 *Castlevanias* don't count—they weren't from the "real" *Castlevania* team), Konami is planning something truly special. This game takes us to the beginning—to where the whole *Castlevania* legacy began. You know how in every *Castlevania* game you battle Dracula and his legion of the undead without ever really knowing why? It's kind of a given—it's just what you have to do. *Lament of Innocence* attempts to once and for all explain why. "I wanted to go back to the beginning, the origin of *Castlevania*, to answer the question 'Who is Dracula?'" says Director Koji Igarashi. "I wanted to explain how the Belmont family is tied into this and where the Vampire Killer whip came from." Sounds like a dream come true for fans.

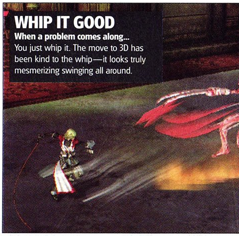
Publisher: Konami **Developer:** Konami **Release Date:** November

4 Hit!
63 Damage
フライングスケルトン



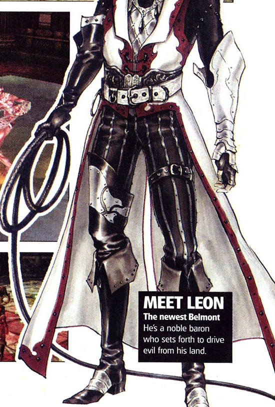
ACTION PACKED!

A return to Castlevania's roots
Lament ditches the experience points and massive inventory of *Symphony of the Night* in favor of all-out action.



WHIP IT GOOD

When a problem comes along...
You just whip it. The move to 3D has been kind to the whip—it looks truly mesmerizing swinging all around.

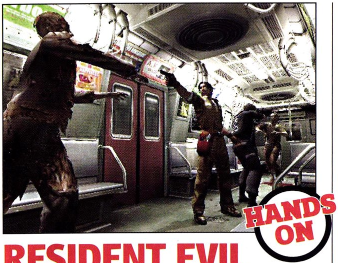


MEET LEON

The newest Belmont
He's a noble baron who sets forth to drive evil from his land.

APOCALYPSE, NOW
Previously known as *RE: Nemesis*, the next *RE* movie is now known as *RE: Apocalypse*. See it in summer 2004.

DID YOU KNOW?
Simon Templeman, the voice of Kain since the beginning of the series, has a reoccurring role as Simon Leeds on TV's *Just Shoot Me*.



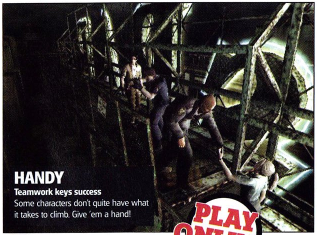
RESIDENT EVIL

OUTBREAK

It's not just online anymore

This was the game we used to know as *Resident Evil Online*. Why the name change? Because it now also features a standalone mode—yes, those without Network Adaptors can have some fun, too. Still, the game's real strength is when four people play online as a team. While four of us played the E3 demo, for example, three players fended off oncoming zombies at one point, while one of us scouted ahead to open up a vent shaft for the group to escape through. Later on, one person successfully landed a long jump and then went on to help the others make it from one ledge to the other. With such a teamwork dynamic involved, it looks like the building blocks are in place for something cool with *Outbreak*—here's hoping Capcom can pull it all off.

Publisher: Capcom **Developer:** Capcom **Release Date:** November



HANDY
Teamwork keys success
Some characters don't quite have what it takes to climb. Give 'em a hand!

LEGACY OF KAIN

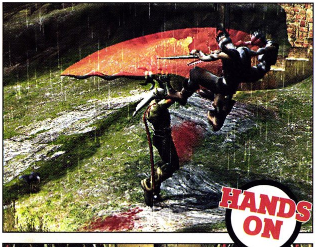
DEFIANCE

Less talking, more stabbing

Whether you love or hate the *Legacy of Kain* series, you can't deny that each game has more heavily emphasized story over action. Even the original *Blood Omen*, a hack-n-slash RPG, was more about puzzles and story than it was about kicking ass. *Defiance* changes all that.

Not only do you now get to play as both Kain and Raziel, you also get to go toe-to-toe (er, claw-to-toe) with hordes of enemies at once. Even better, the game eschews the overwrought, overdramatic style in favor of some very hip, very sharp direction that focuses on the highly evolved powers of these fearsome beasts—instead of their highly evolved grasp of metaphysics. The result: a game that, from what we've seen, is much less talky and much more visceral. Sweet.

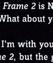
Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** November



SUCKING IS SUCKING
Be it blood or be it souls
Both Raziel and Kain control almost identically: Both have telekinetic attacks, both can glide from high places, and both can suck the essence from their victims from a distance.

GOTH & GORE

CHRIS: There are a lot of creepy and/or bloody action and adventure games coming out within the next year. I'm anticipating *Castlevania* and *Resident Evil: Outbreak*, but *Fatal Frame 2* is No. 1 on my list. What about you all?



JOE: I'm with you on *Fatal Frame 2*, but the game that most surprised me was *Legacy of Kain: Defiance*. It's very, very different. This one is just badass. There's this one moment in the E3 demo where Raziel appears in silhouette with his eyes glowing–that was just too cool.

TODD: *Defiance* is badass? All I saw was a fight on a bridge, and I was completely underwhelmed. Hack. Slash. Yawn. Hack. Slash. Yawn.

CHRIS: You have to admit, though...it was a pretty bridge!

JOHN: *Defiance* is definitely headed in the direction it needs to. I don't know about *Resident Evil*, though. Isn't everyone just completely sick of the whole damn franchise?

SAM: Not me! I'm totally stoked about playing online with other people–it's the perfect new dynamic for *Resident Evil*. The teamwork aspect is intriguing, and the intensity really is heightened with everyone feeling like they're in it together.

JOHN: Oooh. Zombies. Scary. You're such a wuss, Sam.

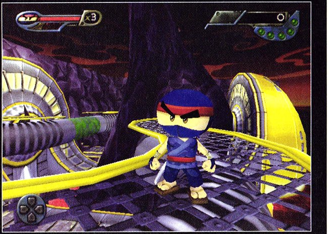
GARY: Think Sam's a wuss? I won't even wander into someone's office if they're playing one of those icky horror games. I'll stick with *Drakengard*, thank you.

JOHN: After seeing it in action, I think it'll suck a lot of people in. It's all a bit heavy-metal-album-cover at first glance, but the gameplay looks like it could be fun.

GARY: I'm still not convinced that it'll be much more than a decent diversion, but it's got those all-important RPG elements to keep me happy.

SAM: As for *Castlevania*, the E3 demo left me a tad underwhelmed. It was cool, just not incredible. But it matters little–the final product is going to rock even harder than *Symphony of the Night*!

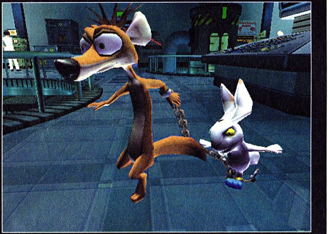
LUCKY REDMOND We used to think Redmond's blue foot was due to a tight shackle. Turns out, it's his lucky rabbit's foot!



I-NINJA

Imagine *Shinobi*. Or *Ninja Gaiden*. Now imagine a similar ninja game, but with a superdeformed, supercute hero in a superfun action platformer! This is one of our big surprises out of E3, due to its lovable character, engaging (if typical) gameplay, and abundant charm. After all, what's not to love about a dopey cartoony ninja who can wall-run, fight, and "sword copter" just as well those realistic ones?

Publisher: Namco **Developer:** Argonaut **Release Date:** Fall



WHIPLASH

How many games have made you laugh? Now that you're done counting them on one hand, expect *Whiplash* (formerly *Chain Gang*) to be a comedic handful. You play as Spanx, a weasel who's chained to Redmond, a genetically mutated rabbit, in their attempt to escape an animal-testing lab. There's no way you won't at least crack a smile once you see Spanx whip that bunny around with wreckless abandon.

Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** Fall

SPHINX AND THE SHADOW OF SET

It looks like we're headed for another platform-happy holiday season. *Sphinx* is THQ's offering, starring a plucky teen who can morph into a winged lion. Taking place in ancient Egypt, the game includes stealth segments (there's a shocker) in which you'll control the mummy of Tutankhamen—which is, if nothing else, something new. Incidentally, if you're curious, Set is the Egyptian god of chaos.

Publisher: THQ **Developer:** Eurocom **Release Date:** Fall

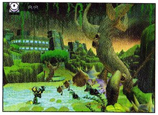
RATCHET & CLANK
GOING COMMANDO

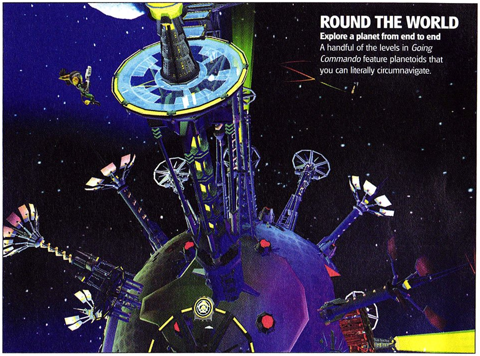
Prepare to be blown away

Lots of games—especially all those newfangled 3D platformers—*claim* to include RPG elements. But unlike those pretenders, *Going Commando* really, truly, honestly has them, and even more so than its prequel. How so? Now you have an actual experience meter that fills up as you blast your way through the baddies. Level up and you'll gain more nanotech (that's hit points to you and me), eventually maxing out at a whopping 80 in total. But beware—enemies also become more powerful; some creatures will take up to 120 hit points of damage before you fell them.

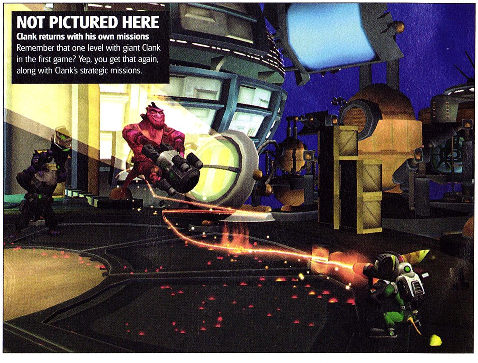
Even better, the weapons (more than 40 in all, 20 of them brand new) also develop and change as you use them, giving you even more incentive to vary it up and experiment with all kinds of combat options.

Publisher: Sony CEA **Developer:** Insomniac **Release Date:** November





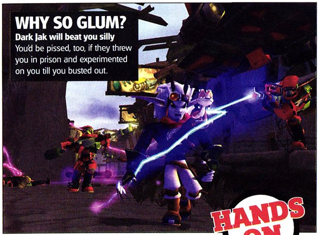
ROUND THE WORLD
Explore a planet from end to end
A handful of the levels in *Going Commando* feature planetoids that you can literally circumnavigate.



NOT PICTURED HERE
Clank returns with his own missions
Remember that one level with giant Clank in the first game? Yep, you get that again, along with Clank's strategic missions.

MORE PLATFORMERS!
All this year: *Kya, Pitfall Harry, Cat in the Hat, Looney Tunes: Back in Action,* and *Tak* (left).

N-GAGED
Sonic N is one of the launch games for Nokia's N-Gage, its cell-phone/gaming system. We still don't want one.



WHY SO GLUM?
Dark Jak will beat you silly
You'd be pissed, too, if they threw you in prison and experimented on you till you busted out.

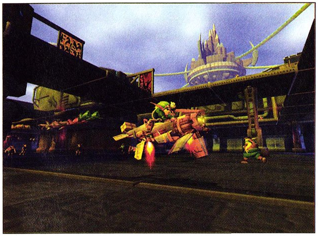
HANDS ON

JAK II

Bigger, badder, bolder...but is it better?

OK, so he's back. He's a badass now. He's got guns. He's got a hoverboard. He can take over any vehicle anywhere (or so we're told). He can transform into Dark Jak and kick ass while being all moody and stuff. His game looks better, has more variety, and is set in a world three times larger than the original's. But what's that all mean? Is the game actually any better than the first one? Most likely—but it's too early to say for sure. We sampled one mission where we had to escort someone to safety by blasting away hordes of enemies with our rifle. Another level was basically an elaborate obstacle course navigated on hoverboard. Both were nice departures from the typical platformer fare, and both showed lots of promise. But both were also a bit unbalanced when it came to the difficulty level. Of course, that's probably music to the ears of you hardcore types who dig those too-tough challenges.

Publisher: Sony CEA **Developer:** Naughty Dog **Release Date:** September



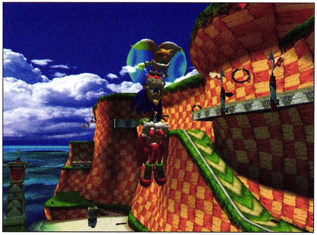
SONIC HEROES

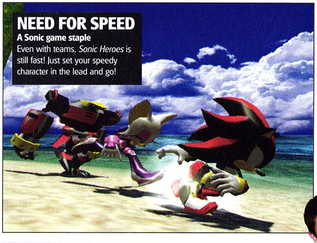
Three's company

Although its speedy heroes blazing down high-speed 3D tracks make it look similar to the GameCube *Sonic Adventure* games, *Sonic Heroes* features one big difference: This, Sonic's first outing on a PlayStation platform, is all about teamwork. Move in teams of three characters and switch between your buddies on the fly to get through various situations. It's an interesting gimmick that could add plenty of strategy to *Sonic*'s usual straightforward platform gameplay.

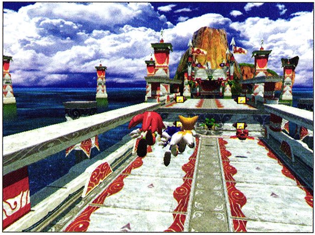
Your party travels in three formations, with one hero always at the lead. There's the Speed formation, with Sonic (or a similar speedy character) hurrying everyone along as the head of the group. Then comes the Power formation, where characters like Knuckles lead and smash objects. And finally, in Flight formation, a character like Tails grabs hold of his partners and carries them to new areas.

Publisher: Sega **Developer:** Sega **Release Date:** November





NEED FOR SPEED
A Sonic game staple
Even with teams, *Sonic Heroes* is still fast! Just set your speedy character in the lead and go!



PLATFORMERS

GARY: *Ratchet, Jak, Sonic*...all are gonna be great (my fave is *Ratchet*, for sure). But my big surprise of E3? *I-Ninja*! I've got high hopes for that one. I mean, it's a supercute, superdeformed ninja in a cool platformer. Rock on!

SAM: That dude is so cute I made him my AIM icon!

JOHN: What does the "I" stand for?

GARY: It stands for "I love it." It's gonna be a great year for platformers, but I have to say I'm not convinced about the direction they're going in with *Jak*.

CHRIS: Is that *Jak and the Power of Juju*? Oh, wait. I mean *Tak*. They're actually making a Nickelodeon TV series based on the *Tak* game. It looks promising...maybe even funny.

JOE: Well, *Whiplash* looked funny as hell. Nice design there...did anyone get a chance to actually play it?

TODD: I didn't play *Whiplash*, but most everyone (like me) marveled at how funny it seemed. That's a platformer I'll try, so I can steal the jokes to use them to score girls.

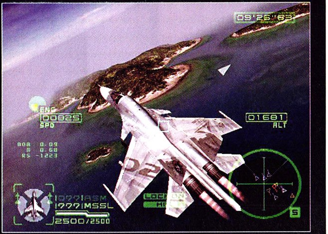
TINA: Todd, you'll never learn, will you? It's gonna take more than a couple *Whiplash* antics for you to get some.... Still, it cracks me up that this little white bunny gets thrashed around by his counterpart. I just couldn't stop laughing! He's indestructible. My kinda man.

CHRIS: I'm a big fan of *Whiplash*, too, for its humor, but the gameplay itself seems kind of run-of-the-mill. If the humor holds up throughout the whole game (a tough thing to ask!) it'll be worth it, though. I'm definitely more excited for it than, say, *Sonic*.

SAM: *Sonic Heroes* seems fun, but it's not the ultimate *Sonic* game I was hoping for. It feels more like a side story or something.

JOHN: *Sonic* seems like it's two years late on PS2. Sega's been messing around, rereleasing Dreamcast games onto GameCube for too long. Imagine how much more excited we'd have been if the first thing Sega did was put Sonic on our system.

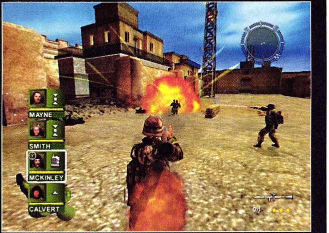
DID YOU KNOW?
Michael Giacchino did the music for the first *Medal of Honor*, and wrote most of the score for *Alias*.



AIRFORCE DELTA STRIKE

Until now, you've only been able to play Konami's *AirForce Delta* series if you've owned, well, practically *any* console other than a PS2. Finally, the flight-sim franchise is headed our way, giving PS2 owners a chance to fly 120-plus planes through more than 60 missions. Some planes are based on real-life models while others are purely imaginary—you can even pilot *Gradius'* Vic Viper in space missions.

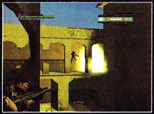
Publisher: Konami **Developer:** Konami **Release Date:** November



CONFLICT: DESERT STORM II

To clear up any confusion, this is the sequel to the *game*—not a new game based on the real-life sequel to the *war*. Like the first *Conflict*, this game is a run-and-gun shooter set in Baghdad in 1991. You still command small squads of soldiers, which the first game handled fairly well, but rumors of an improved targeting system and more wicked A.I. are what's got us interested.

Publisher: Gotham Games **Developer:** Sci/Pivotal **Release Date:** Fall



KILL.SWITCH

If we didn't have a rule that all previews must have the game's name in capital letters, then you'd see that this third-person shooter's title is actually styled *kill.switch*. Which makes it extreme, cutting-edge, and hardcore all at once. Aside from the radical name, *kill.switch* sports one noteworthy idea: blind fire. Now, you can shoot around corners or from behind cover without putting yourself at risk.

Publisher: Namco **Developer:** Namco Hometek **Release Date:** Fall

MEDAL OF HONOR
RISING SUN

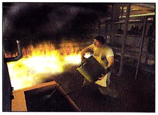
Even better than Frontline?

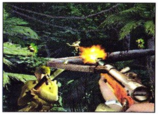
All has changed in the *Medal of Honor* camp. No longer set in Europe, the next couple games focus on the Pacific theater of operations. *Rising Sun*, in fact, is part one of a two-part adventure that tackles the careers of two brothers called up to fight.

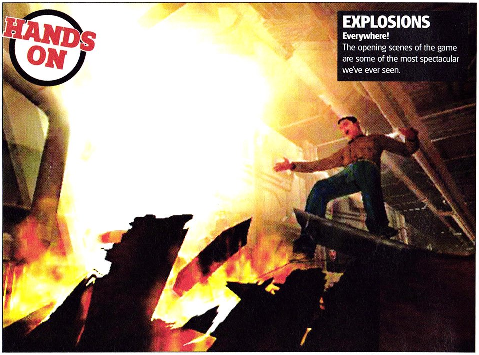
Previously, we'd only seen examples of the jungle warfare featured heavily in *Rising Sun*, but the development team wowed us at E3 with an opening sequence at Pearl Harbor that puts the Normandy beach landing in *Frontline* to shame. Planes scream overhead, explosions erupt everywhere, and the tension is sustained throughout the entire sequence—it never lets up.

Look for an exclusive look at *Rising Sun* in next month's issue.

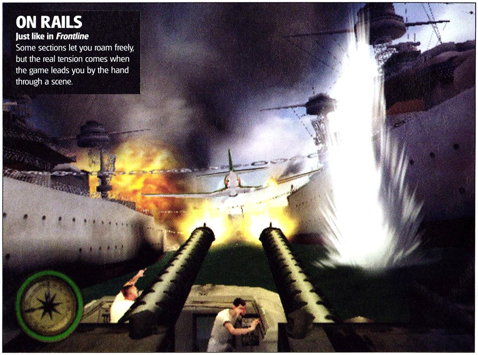
Publisher: EA Games **Developer:** EA L.A. **Release Date:** November







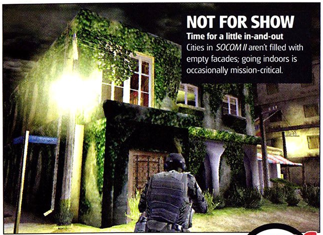
EXPLOSIONS
Everywhere!
The opening scenes of the game are some of the most spectacular we've ever seen.



ON RAILS
Just like in Frontline
Some sections let you roam freely, but the real tension comes when the game leads you by the hand through a scene.

OVERHEARD
"'Ow.' —Many E3 attendees, after being knocked clear across a room by a shotgun blast in multiplayer *SOCOM II.*

SOUND FAMILIAR?
Io Interactive, the studio developing *Freedom,* also developed *Hitman 2.*



NOT FOR SHOW
Time for a little in-and-out
Cities in *SOCOM II* aren't filled with empty facades; going indoors is occasionally mission-critical.

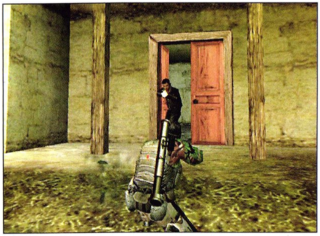
SOCOM II
U.S. NAVY SEALS

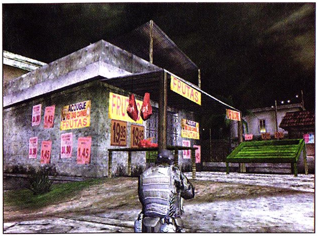
HANDS ON

Hoo-hah!

You should have been there. One corner of Sony's E3 booth was a madhouse. People were packed three and four bodies deep, waiting for a chance to get some of that luscious multiplayer *SOCOM II* action. Beyond the new levels, the big deal, of course, is the selection of new weapons. No one at E3 could resist firing off a rocket launcher or whipping out a shotgun for some close-quarters mayhem. The surprise is that it seems to take more hits to bring down an enemy; even a point-blank shotgun blast doesn't kill instantly. Our guess is that Zipper lowered the power of the weapons specifically for E3 so that players would be able to stay in the game longer. Even so, the games ended far too quickly—we can't wait to get a copy of our own.

Publisher: Sony CEA **Developer:** Zipper Interactive **Release Date:** November





FREEDOM
SOLDIERS OF LIBERTY

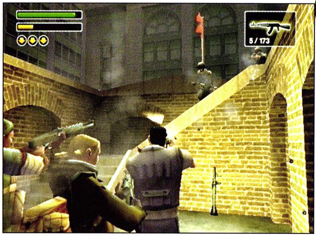
HANDS ON

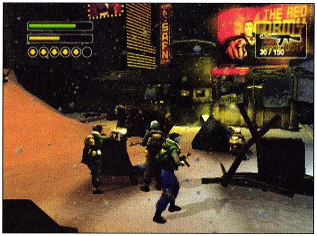
If you can make it there...

What if you woke up one day to discover that the Soviet Union was still very much alive and well? That it had invaded the United States and now held all of New York City under its iron grip? What would you do?

That's the premise of *Freedom*, which puts you in the shoes of average New Yorker Christopher Stone as you work to build a grassroots resistance to the Communist invaders. You have plenty of weaponry at your disposal, but your chief weapon is charisma: How you behave affects how others perceive you, so if you put your life on the line to rescue civilians, they're willing to join your cause. Eventually, you lead a full-fledged entourage of 12 freedom fighters with simple, on-the-fly commands—and all of New York City is your battlefield.

Publisher: EA Games **Developer:** Io Interactive **Release Date:** Fall





WAR GAMES

JOE: I missed that *Rising Sun* presentation everyone was talking about–I was too busy playing *SOCOM II* any chance I got.

TODD: Maaaaan, *Rising Sun* was so dope, I wanted to enlist! I could give a rat's patoot about most first-person shooters, but that one gives such a necessary context, my eyes were popping out.

BOB: The visuals were great, and they were really enhanced by the musical score. The Navy should ask EA for the rights to that soundtrack for their commercials. I know it made me want to enlist, too.

JOHN: It's the first time I've seen a game where the gameplay itself is capable of producing an emotional response. I hope the rest of the game lives up to the promise of the spectacular opening in Pearl Harbor.

CHRIS: I've actually got some family history associated with Pearl Harbor, which makes its very content all the more appealing to me. But even still, *Rising Sun* just looks fantastic all around, I say.

LIONEL: Say you, say me.

SAM: How 'bout you say nothing? *Rising Sun* is now my most anticipated game.

TODD: No other war games matter. Well, except *SOCOM II.*

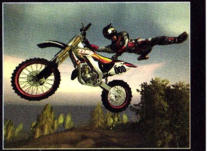
JOE: You have *got* to see the new levels. The closest thing we had to a real city level in the first *SOCOM* was Desert Glory, which wasn't very close at all. Now, there's real cities: streets, alleys, bridges, everything. It's such a different feel from the first game.

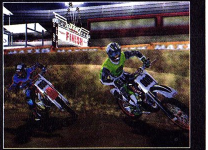
JOHN: Those streets are the most dramatic scenes yet. They really set this one apart. Makes me want to play *SOCOM* again while I'm waiting.

CHRIS: It's not *SOCOM II*, but *Freedom* looks interesting, too. I really like its "what if?" scenario. Would America be like it is in the game if we had lost the Cold War? Probably not...but it's still a fun setup.

GARY: What if there was no war? Then we could all play RPGs and worry about smaller issues like armageddon or the apocalypse.

MX UNLEASHED
Publisher: THQ
Developer: Rainbow Studios
Release Date: 2004
Just when you thought you couldn't care less about another motocross game, *Unleashed* arrives to surprise. From the makers of *ATV Offroad Fury* and *Motocross Madness*, *Unleashed* blends racing and freestyle, and is peppered with minigames, helicopter races, and a Career mode with three different racing leagues (Amateur, Semi-Pro, and Pro). It's also online, to make you care more rather than less.



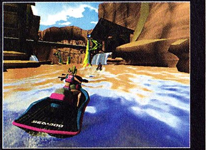


MTX MOTOTRAX FEAT. TRAVIS PASTRANA
Publisher: Activision
Developer: Left Field
Release Date: 2004
There are few details on this tricks-based motocross game, but at least it features the hottest young rider going. He's only 18!

1/4 Laps
7/8 Position
Lead -0:05.42
Current 0:23.74
MPH 30
SCORE 390

COLIN MCRAE RALLY 04
Publisher: Codemasters
Developer: Codemasters
Release Date: Fall
It's hard to believe there can be an even *better* physics engine in a *Colin McRae* game, but that's what Codemasters promises with the next in its series.

SPLASHDOWN: RIDES GONE WILD
Publisher: THQ
Developer: Rainbow Studios
Release Date: August
The sequel to Rainbow's awesome watercraft game is a little more cartoony than before, but it handles much like a sim.



XGRA: EXTREME-G RACING ASSOCIATION
Publisher: Acclaim
Developer: Acclaim
Release Date: July
It's a new *XG* game, which is a good thing. And this time around, it's focused on building and maintaining a pro *Extreme-G* career.

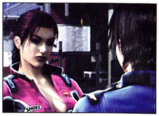
3:18.92
POS
LAP

R: RACING EVOLUTION

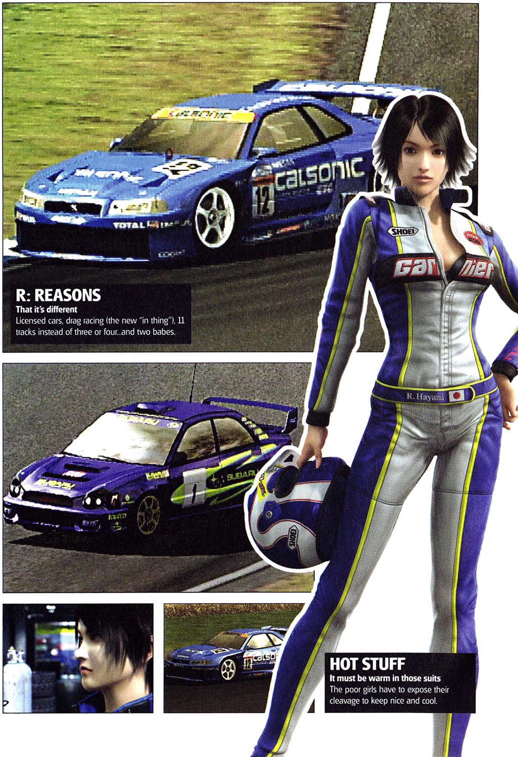
No, it's not Ridge Racer VI

Whether you believe it or not, *R* is something completely new. A totally new racing franchise. The fact that its title begins with the letter R two times in succession is apparently irrelevant, so perish the thought that this is *Ridge Racer VI* with licensed cars (*RR6* is still on the way, we're told). If you believe the PR, *R* is some kind of story-driven entry-level driving game designed to teach an appreciation of racing games by wrapping all aspects of racing up in one of those "car-PG" things. Hmmm. Sounds a bit like *R4*, doesn't it? Things are helped along by the presence of two hot chicks who, as you can see in the screens, never zip their suits up all the way. Bravo.

Publisher: Namco **Developer:** Namco **Release Date:** November



GINA & RENA
The girl in the pink, showing her bra, is Gina Cavalli.
The girl in the blue, showing her bra, is Rena Hiyami.

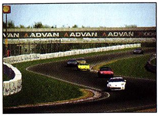


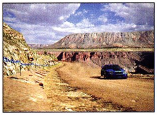
R: REASONS
That it's different
Licensed cars, drag racing (the new "in thing"), 11 tracks instead of three or four...and two babes.

HOT STUFF
It must be warm in those suits
The poor girls have to expose their cleavage to keep nice and cool.

OVERHEARD
"'We cannot reveal that at this time." —The stock response to any question about *GT4* from creator Kazunori Yamauchi.

DID YOU KNOW?
More than 30 million *Gran Turismo* games have sold worldwide. One in every 133 people on the planet owns a copy!



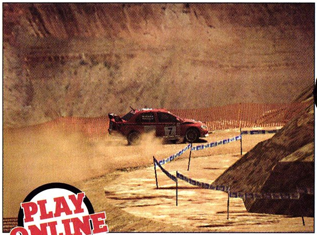


GRAN TURISMO 4

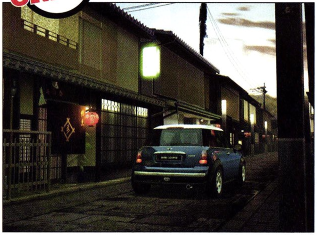
The same. Only more so

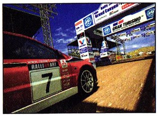
Gran Turismo guru Kazunori Yamauchi stood in front of several E3 crowds and described the features of *Gran Turismo 4*: once at a humongous press conference, and again later at a more intimate session where we got some hands-on time with the game. Each time, he was onstage for at least half an hour, speaking through an efficient translator. And each time, he managed to say very little about the game that you couldn't have guessed already. *GT4* will be "better." It will be "improved." We were not "surprised" by this news. The poor guy is shackled by the unfinished nature of the project and the unsigned license deals for the cars, the tracks, and the aftermarket parts which "may or may not" be featured in the final game. Fortunately, we got to play the latest version, and believe us: It really will be everything you hope it will be.

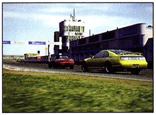
Publisher: SCEA **Developer:** Polyphony Digital **Release Date:** Winter (but possibly March)

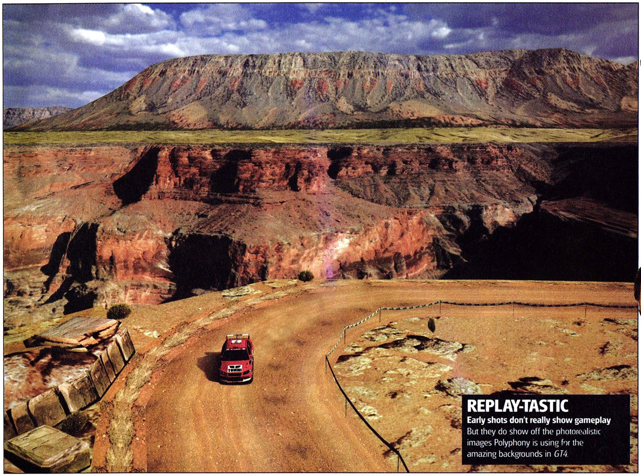


PLAY ONLINE









REPLAY-TASTIC

Early shots don't really show gameplay
But they do show off the photorealistic images Polyphony is using for the amazing backgrounds in *GT4*.

START YOUR ENGINES

JOHN: So, what's the deal with *R: Racing Evolution*? It's *not Ridge Racer*? What's up with that?

GARY: It might just be marketing bull, but I'm interested in the notion of *R* being a game that aims to introduce people to racing games. Not my genre, but I might just try it.

JOHN: Who wants that? You either want a racing game or you don't. In which case *GT4* will do me nicely.

JOE: I disagree. *Rage Racer* had a bit of the "car-PG" element to it, and I liked it a lot. It's nice to have a reason to go through the races beyond just going through the races.

JOHN: I'm all for a bit more than racing, don't get me wrong. *Pro Race Driver* rocked my world. But *R* seems like such a cop-out. What's to introduce about racing games? I know there aren't any hit points or summons or magical bullshittery, but winning races is actually quite an easy idea to grasp.

SAM: That Namco would make this and not a full-fledged *Ridge Racer* installment has me pissed! The *Ridge* games had arcadey controls and a cool style, but *R* (stupid name) just seems like *GT Lite*. *GT4* trounces it in every respect.

TODD: Was it me, or did *GT4* look like *GT3*, only...wait, that's it. How much better can they make the game look? Though I am interested solely because of their desire to show off the history of cars. If I'm learning something from a game, I'm way more interested.

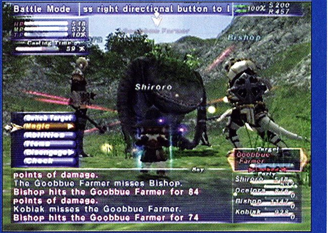
CHRIS: You can learn stuff from that TDK *Corvette* game coming out....

JOHN: That game has "Chevy paid for this" written all over it.

JOE: I think the best parts of *GT4* are things we haven't seen yet. Apparently they're going way old-school with the car selection, which will be a big deal. The handling's also a bit different—you feel the weight transfer a little more—but you actually have to play the game to discover that. Which is hard to do with an apple martini in each hand, Todd.

Squenix!

SO WHERE'S THE HARD DRIVE?
The latest news? It's coming, sometime early next year, and somehow packaged with *FFXI*.



Battle Mode
ss right directional button to l
100%
S 200
R 457
HP 548
MP 532
TP 10%
Casting Time
59 %
Shiroro
Bishop
Quick Target
Magic
Abilities
Items
Disengage
Check
Target
Goobbue Farmer
Party
Shiroro
Ocelora
Bishop
Koblak

points of damage.
The Goobbue Farmer misses Bishop.
Bishop hits the Goobbue Farmer for 84
points of damage.
Koblak misses the Goobbue Farmer.
Bishop hits the Goobbue Farmer for 74

FINAL FANTASY XI

When we asked the *Final Fantasy XI* team about lessons learned from *EverQuest*'s dismal reception, the response was quick and simple: You cannot release a massively multiplayer online RPG without the hard drive. When it comes to memory usage, updates, and more, you *need* that peripheral. Square plans to support *FFXI* until the development team fills the drive to capacity—no small feat.

Publisher: Sony CEA **Developer:** Square Enix **Release Date:** Early 2004

.HACK//OUTBREAK

Check out this slick insight we got straight from Hiroshi Matsuyama, president of *.hack* developer Cyber Connect 2: "Be sure to check out the Ryu books. If you look at the number of trades with Mia, you'll see that every time you trade with the Grunties you've raised, her counter goes up as well. Play parts three and four and you'll find out why her counter goes up when you trade with the Grunties." How cool is that?!

Publisher: Bandai **Developer:** Cyber Connect 2 **Release Date:** August

STAR OCEAN
TILL THE END OF TIME

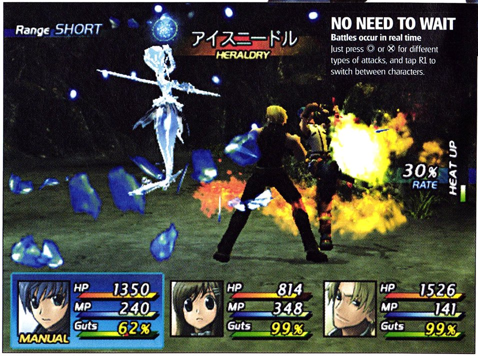
Finally, the End is near

We've got a few tasty tidbits to tide you over till *End of Time*'s long-awaited spring release. First, the story now has a full-on sci-fi feel. "We wanted to emphasize the science-fiction aspects above all, so that's why you see the references to space travel," says Producer Yoshinori Yamagishi. Meanwhile, the real-time battle system offers even more fast action. "The only time you have to pause the combat is when you select a spell for a magic user. And since you can switch characters, you can cast a spell, then immediately switch to another character," Yamagishi says. "It's really up to the user to decide how they want to play, how to create the strategies involved in combat."

Publisher: Square Enix **Developer:** tri-Ace **Release Date:** Spring 2004

クリフ
「分かってるって。

ソフィア
「ねぇ、またゲームするの。
ついさっきまでやってたんでしょ？



Range SHORT
アイスニードル
HERALDRY
30%
RATE
HEAT UP
HP 1350
MP 240
Guts 62%
MANUAL
HP 814
MP 348
Guts 99%
HP 1526
MP 141
Guts 99%

NO NEED TO WAIT
Battles occur in real time
Just press ◎ or ⊗ for different types of attacks, and tap R1 to switch between characters.

I'd pick "Final Fantasy." That's my favorite.

FINAL FANTASY TACTICS ADVANCE

Yeah, it's a Game Boy Advance title, but we can't wait to play it. The game looks incredible!

KNOW YOUR ROLE, GIRL

Don't worry—it's not Yuna Raider after all

Despite her double guns and newfound love for running and jumping, Yuna is still an RPG star who focuses on the turn-based fundamentals.

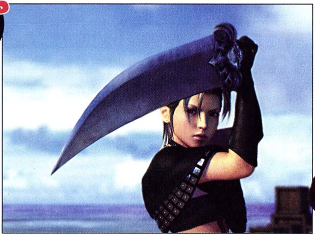
FINAL FANTASY X-2

HANDS ON

Girl power!

No matter how many times we say it, there are still doubters out there. So, we'll say it again: *Final Fantasy X-2* will rock your world. And now, after E3 2K3, we're even more convinced. Judging by the throng of eager gamers waiting for a chance to get some hands-on time with the lovely *Fantasy* trio, the masses are starting to understand the joy of this over-the-top adventure. And why not? The turn-based battles are blindingly fast and furious, thanks to the return of the Active Time battle system. The costume/job transformations are a sight to behold, sometimes trumping those spectacular summon animations from *FFX*. And the story appears to be as involving as any other legit *Final Fantasy*.

Publisher: Square Enix **Developer:** Square Enix **Release Date:** Fall



QUICK AND DEADLY

Don't be fooled by her cutie-pie looks

This time around, Rikku is strong enough to hold her own against all comers.

RPGs

GARY: Wander the E3 show floor and it's apparent: Square Enix has a virtual monopoly on RPGs. But, hey–I'm not complaining. As long as the other guys continue to give me some variety in the form of *.hack* and *Xenosaga*.

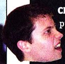
SAM: No kidding! It's almost creepy. But Square rarely disappoints, so I can't complain, either. *Final Fantasy X-2* is a little too fruity for me, but *XI* looks incredible.

GARY: Fruity?! How are hot, sexy, scantily clad gals who kick ass "fruity?" Methinks you're the one with issues....

JOE: I was surprised to find the *FFXI* machines set up for a really boring area of the world; it made the game look almost as bland as *EverQuest*.

GARY: Yeah, but behind closed doors, Squenix impressed me even more with *FFXI*. It's gonna be my first online game ever. Huzzah!

SAM: It's one of those games that will change everything–one of those games that will get people like me playing online.



CHRIS: Crap, Sam! I was all pumped about signing on until you suggested that there will be a lot of people "like you" on there! I'll have to get my RPG fix somewhere else, I guess....

JOE: Was there *anything* on PS2 that wasn't Squenix?

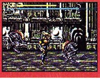
CHRIS: Other than action/RPGs and strategy games, not much at all. Of those, I'm most psyched for *Baldur's Gate: Dark Alliance II*, *Gladius*, and *Dynasty Tactics 2*.

TODD: And *X-Men: Legends*!

CHRIS: Yeah, but we're not talking about that until the next page. Wait till then....

TODD: I can't! It's one of the games I really care about, and it's an RPG. I can't wait to save the world, Wolvie-berserker style! Besides that, though, RPGs are still a pointless waste of time.

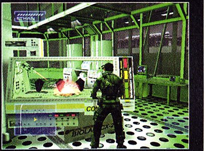
GARY: Oh, Todd...I thought I was gonna miss you. But then I remembered that I won't.



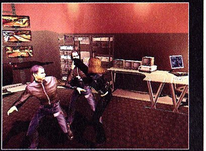
REMEMBER WHEN...?
The war between classic film foes began in *Alien vs. Predator* for SNES in 1993.

LORD OF THE RINGS: RETURN OF THE KING
Publisher: EA Games
Dev.: EA Redwood Shores
Release Date: November 4
You thought *The Two Towers* looked great? You ain't seen nothin' yet! Helm's Deep was a cakewalk compared to Pelennor Fields.

MISSION: IMPOSSIBLE–OPERATION SURMA
Publisher: Atari
Developer: Paradigm
Release Date: Fall
If you're looking for more *Splinter Cell*–style near-future stealth action, *Surma* fits the bill. Two words: grappling hook.



ALIAS
Publisher: Acclaim
Developer: Acclaim
Release Date: September
Jennifer Garner manages to look hot even when she's all virtual. Take control of her in this third-person, *Metal Gear Solid*–style action-stealth game.



HE-MAN: DEFENDER OF GRAYSKULL
Publisher: TDK Mediactive
Developer: Savage
Release Date: Fall
Now, *you* have the power to slash through 30-plus Eternian levels against the evil forces of Skeletor as a big, beefy guy in a loincloth.

TEENAGE MUTANT NINJA TURTLES
Publisher: Konami
Developer: Konami
Release Date: October
We wish this were four-player instead of only two, but we love the cel-shaded look of the Turtles as they beat the crap out of the Foot.

SCORE
PRESS START BUTTON!!
COMBO 6
CRASH!!

X-MEN: LEGENDS
Publisher: Activision
Developer: Raven
Release Date: Fall 2004
If any game out there looks to usurp *Spider-Man* for PS1 as the best superhero game ever, this action-RPG is it. We love the four-character teamwork dynamic.

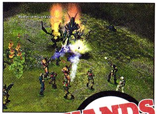
GRSD Soldier
Claw Frenzy

ALIENS VERSUS PREDATOR EXTINCTION

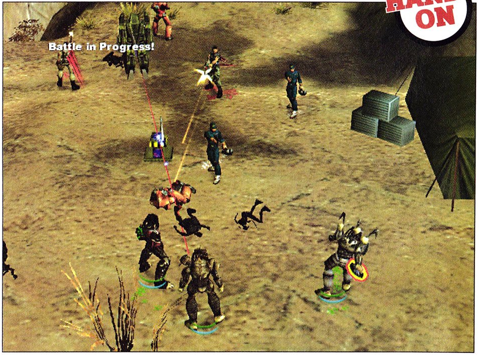
"We're in some real pretty *@%# now!"

What happens when a bunch of tough hombres, natural killing machines, and the ugliest mothers this side of LV-426 butt heads? Resource management! Well, not totally....While a real-time strategy game is the last thing we'd expect from an *Aliens/Predator* license, *Extinction* doesn't get too bogged down in things like money and base building. Instead, most legal tender is earned quickly and easily, depending on which species you play. Marines need to protect atmosphere processors; Predators get "honor points" by collecting trophy skulls, etc. Otherwise, the cardinal rule is kill or be killed. And though most RTS titles that come to consoles involve finger-twisting control schemes, *Extinction*'s simple setup really stands out.

Publisher: EA/Fox Interactive **Developer:** Zono, Inc. **Release Date:** July



HANDS ON



CHOOSE YOUR RACE

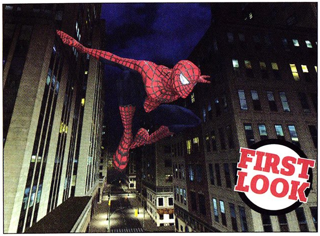
COLONIAL MARINES
The weakest-bodied species, these guys use everything from nukes to knives to sharp sticks to survive. Just don't let the Tech get wasted, or it's game over, man. Game over!

ALIENS
No weapons for these killing machines—just teeth, claws, and strength in numbers. Collect different host bodies to create different unit types. Aliens' acidic blood can kill.

PREDATORS
The thrill of the hunt is all that matters to these ugly motherf—ers. Kill your prey and collect macabre trophies to earn higher warrior classes and upgrades like thermal vision.

7/2/04 Expected theatrical release date for *Spider-Man 2*, currently rumored to be titled *The Amazing Spider-Man*.

1953 The year in which Ian Fleming wrote *Casino Royale*, the book that introduced the character of James Bond.

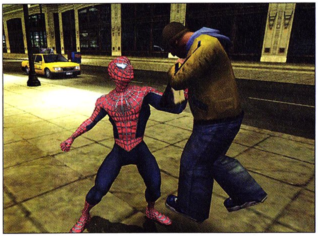


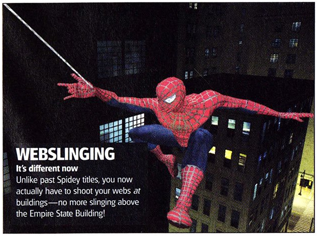
SPIDER-MAN 2

Freedom!

Slinging your way through the beautiful New York City skyline of the first PS2 *Spider-Man* was amazing. To look down thousands of feet below was to see a thriving metropolis bursting with activity—you just couldn't *get* there. For Treyarch's second Spidey game (based, you guessed it, on Sony's second Spidey movie, due out next summer), expect a sort of webswinging, wallcrawling *Grand Theft Auto* in superheroic blue-and-red tights. While *Spider-Man 2*'s version of NYC won't feature the geographical preciseness of, say, London in *The Getaway*, it's close enough (and *huge* enough) to include major landmarks—and you can reach them whenever you want, just as in *GTA*. We're told that the mission structure works in a nonlinear nature that allows for acts of heroism ranging from purse-snatcher-busting to thwarting supervillains like the Lizard and Doctor Octopus. Go ahead and say it: Excelsior!

Publisher: Activision **Developer:** Treyarch **Release Date:** Spring 2004





WEBSLINGING

It's different now

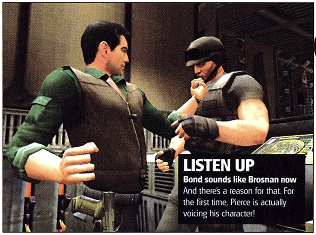
Unlike past Spidey titles, you now actually have to shoot your webs *at* buildings—no more slinging above the Empire State Building!

JAMES BOND 007 EVERYTHING OR NOTHING

Taking it to the third dimension

Shannon Elizabeth is superhot. Maybe not the sharpest knife in the drawer, but if you've seen *American Pie*, you know, as we do, of her titanium-melting hotness. Better yet, she's a new Bond girl in *Everything or Nothing*, so that means we'll see Pierce Brosnan's videogame likeness get cozy with hers. Beyond the star-studded (and *hot* cast), there's quite a game here. If you were scared off by the the first-person view of the earlier *Bond* games, fear no more. Now it's all in third person. Of course, you still have cool gadgets from the Q-Lab with which to put away foes, and a two-player co-op mode means you won't be alone when fighting through Peru, Egypt, Moscow, and Paris.

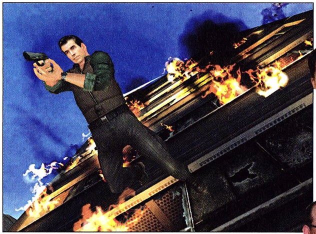
Publisher: EA Games **Developer:** EA Games **Release Date:** Fall

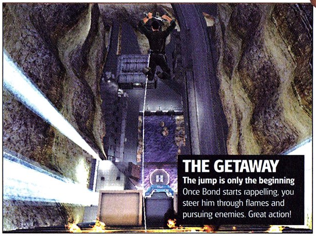


LISTEN UP

Bond sounds like Brosnan now

And there's a reason for that. For the first time, Pierce is actually voicing his character!





THE GETAWAY

The jump is only the beginning

Once Bond starts rappelling, you steer him through flames and pursuing enemies. Great action!

MOVIES, TV, & COMICS

CHRIS: It seems like everyone still assumes that if a game is licensed, it has to suck. I think the batch of licensed games over the next year or so will do a lot to abolish that preconception.

TODD: My favorite part of E3: making C-Bake miss a meeting because I was making him tell me about *X-Men: Legends* again and again and again.

CHRIS: As you've already noted, it *so* rocks! It's already the best *X-Men* game ever, and it's not out till fall 2004! Back to my original point, though: Games like *Spider-Man 2*, the new *007*, and especially *Return of the King* are some of the games I'm looking most forward to. Period.

TODD: Yeah, *Bond* looks dope! I couldn't have cared less about that game in the first person, but it's going to wow people now. Oh, and only dorks like *Lord of the Rings*. Belie' dat!

CHRIS: So...what exactly do you call people who say "Belie' dat!"?

JOE: Quitters?

SAM: *LOTR*'s graphics blew my mind–even more than the last game did! Screw Gandalf–the real wizardry going on in that game is what EA is doing with the PS2 hardware.

JOHN: I ran into a guy from the *LOTR* team who told me some cool stuff they were thinking of doing with that game. But he'd had a couple of beers–so who knows if it's for real.

JASON: Like what, boss?

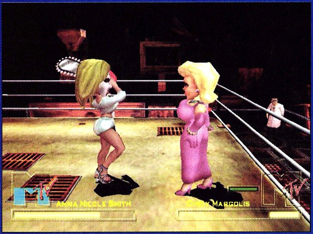
JOHN: Well, the most exciting thing was the possibility of some online gameplay. Maybe by the time this issue's out they will have announced that.

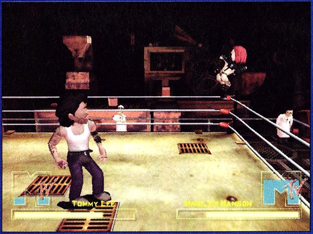
SAM: *TMNT* was also looking pretty stylish with its cel-shaded visuals. That's a game that I was totally digging at E3. It really retains the feel of the classic *Turtles* titles.

CHRIS: Sam, you ignorant slut. It sure does look nice and has a lot of potential, but *TMNT* needs a bit of fine-tuning as far as gameplay is concerned.

I want you to hit me as hard as you can.

TART #2
That's Kitana Baker's demanding role in the next Clooney flick, *Intolerable Cruelty*.

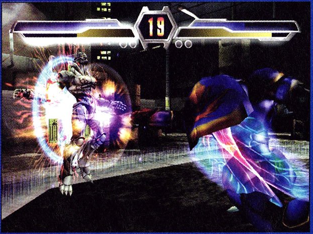




CELEBRITY DEATHMATCH

Which celebrity would you like to punch square in the nads? While your answer might vary from your friends', this game features quite a few people who need it! There's N*Sync's Justin, Joey, Chris, Lance, and J.C., plus Anna Nicole Smith, Dennis Rodman, Marilyn Manson, Ron Jeremy, Jerry Springer, Carmen Electra, Tommy Lee, Busta Rhymes, and the most nads-punch-needing of them all: Carrot Top!

Publisher: Gotham Games **Developer:** Big Ape **Release Date:** Fall



BLOODY ROAR 4

The concept is cool: Combatants morph into massive beasts once they gather enough rage. Sadly, this line of fighters has never risen above mediocrity. It's still too early to tell if *Bloody Roar 4* will break the trend, but it looks like a fun, arcadey fighter. One cool addition is a new character-development system. As you go, you collect ability points that allow you to replicate a defeated opponent's signature moves.

Publisher: Konami **Developer:** Hudson Soft **Release Date:** November

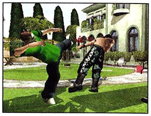
BACKYARD WRESTLING

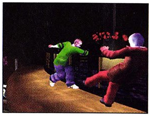
DON'T TRY THIS AT HOME

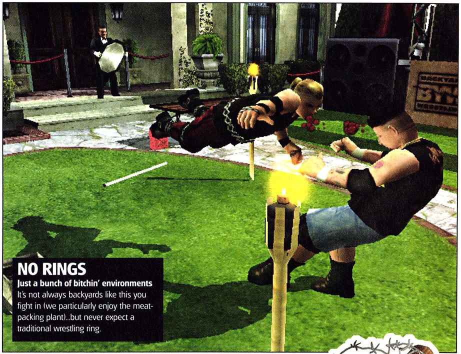
From a great height

Throw your opponent into a speaker and electrocute him. Put him on a table and break him—and the table—in two. Climb onto a first-floor rooftop and belly flop onto your enemy. Climb even higher and pierce his cranium with an elbow. Pick up a torch and set your opponent on fire. Throw your opponent's head into the side of a hot tub. Fall in love with Kitana Baker and lust for her because she is, you know, like, the hottest girl. (You've seen her—in the Miller Lite commercials. The *dark*-haired one. Yes, *her*.) You can do all this in *Backyard Wrestling*.

Publisher: Eidos **Developer:** Paradox **Release Date:** September



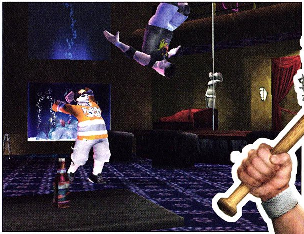




NO RINGS

Just a bunch of bitchin' environments

It's not always backyards like this you fight in (we particularly enjoy the meat-packing plant)...but never expect a traditional wrestling ring.



NOT TO BE CONFUSED WITH...

***Backyard* games from Atari**

Humongous' humongous *Backyard* series has little do with boobs and blood—actually nothing to do with them, as it targets kids. The franchise is huge on PC, and its first PS2 game, *Backyard Basketball*, ships this fall.

5 The number of stars we'd rate the Japanese version of *Soul Calibur II*. This bodes well for the version we can actually read.

SOUL CALIBUR II

It's nearly here

Despite a spectacular number of games on show at E3, nothing in the fighting-game scene could even come close to *Soul Calibur II*. Sega showed its revamped *Virtua Fighter 4: Evolution*, and a number of other fighters were scattered around the floor, but only *SC2* has us absolutely transfixed.

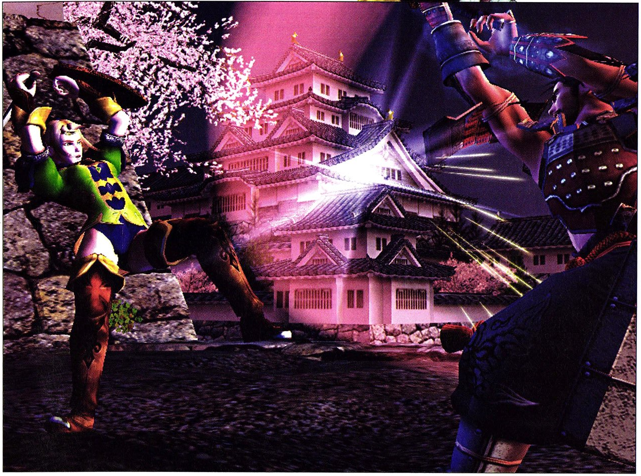
The U.S. release promises a number of enhancements when it's released in a couple of months, but no one at Namco is really saying *what* for now. Frankly, we'd be happy with a straight port of the Japanese version, which has more than enough gameplay to keep even the fussiest, most anal hardcore gamer truly occupied for a good few months. To play the whole thing through with every character and gather every extra will take plenty of time. Time we can't wait to spend. Watch out for a demo on our disc soon!

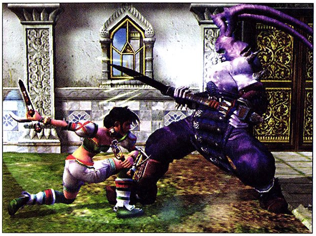
Publisher: Namco **Developer:** Namco **Release Date:** September

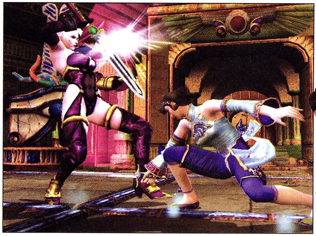
PSYCHOANALYSIS

Based on our *Soul Calibur II* character choices

Voldo is bossman Davison's favorite *SC2* character. What does that say about him? Gary plays as little girls, Joe as an effete French fencer, Todd likes men with big choppers, Chris also, and Sam can't decide on a favorite. Are we messed up, or what?







BRAWLERS

JOHN: *Soul Calibur II* is definitely a better fighting game than *Virtua Fighter 4*, and I will happily kick any of your asses in it.

JOE: Whatever. My fruity Raphael will flamenco dance all over your creepy spandexed Voldo. Too bad we all missed the signups for the tournament at E3, or I could have proven it officially.

JOHN: In your dreams.

CHRIS: I fully expect both of you to kick my ass in this game since I normally stay as far away from fighters as possible. *SC2* is definitely fun, though, and I can at least hold my own for a bit.

GARY: I've said it before, I'll say it again...*Soul Cali* is the only fighting franchise to hold my attention. Perfect for the hardcore as well as the lightweights like me.

SAM: Seriously! *SC2* will have me hooked for months. Who wants to bother with stuff like *Bloody Roar 4* now?

JOHN: More to the point, how did *Bloody Roar* get to a point where it's worth making another one? Who's buying this crap?

CHRIS: I met a guy once from Roanoke who said he knew a guy from Milwaukee whose landlord once told him he found *Bloody Roar 2* in a ditch in Biloxi, MS. He kept it, and he hated it.

TODD: *Bloody Roar* is a bloody waste of time.

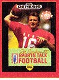
SAM: Yeah, but I am kind of interested in *Celebrity Deathmatch* with all the different personalities involved.

TODD: I'm eager to see it, but I think it'll be pointless. And *Backyard Wrestling* doesn't seem all that cool to me. I'll play it, but I'll gladly stop after one match.

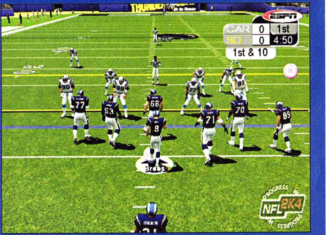
CHRIS: The thing I don't like about *Backyard* is that it pains me to see my lovely wife Kitana Baker get her precious face pounded in.

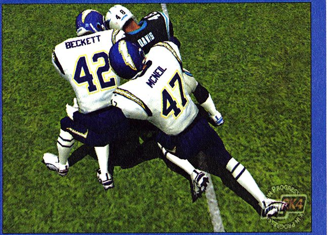
SAM: Your wife?! You wish!

CHRIS: I hate you, Sam Kennedy.



REMEMBER WHEN...?
Sega's *Joe Montana II* was the first sports game with spoken play-by-play.

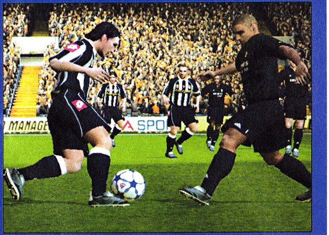




ESPN NFL FOOTBALL

Color us surprised—*ESPN NFL Football* (formerly *NFL 2K4*) was the sports game surprise at E3. That's because it's fun! Even a newbie will find instant success with this game; it's positioned to be more accessible than previous versions. The *NFL 2K* series had leaned so far toward the hardcore, it had fallen over. This year, it's balanced in fantastic ways. While Sega's still chasing EA, its loyalists should be happier than ever.

Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** August



FIFA 2004

The new *FIFA* is downright electric. Besides the eye-popping visuals (think *Madden*, but better!), the crowd noise knocks you off your couch. But while previous incarnations have leaned toward being arcade friendly for soccer simpletons, this year you're thrown into a more sim-oriented game. Can it beat soccer front-runner *Winning Eleven 6*? Maybe. If nothing else, it does *look* about 650 times better.

Publisher: EA Sports **Developer:** EA Canada **Release Date:** Fall

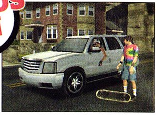
TONY HAWK'S UNDERGROUND

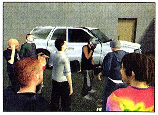
HANDS ON

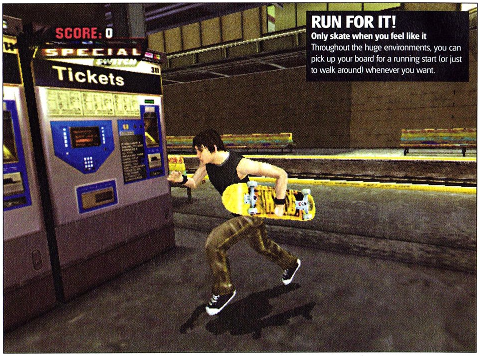
Just call it "THUG"

Ever wonder how pro skaters become pro skaters? We do, but not enough to do any research. If you're in our boat, you'll be excited to know that with *THUG* (Activision actually calls it this!), you learn hands-on. For the latest iteration of this legendary series, Neversoft wanted to do something completely different: The pro skaters in the game aren't there to play as, but to help *you* along your journey to gain respect, get into skate events, sign contracts, and eventually become a pro skater. Mad cool! Better yet, starring in this game means your face actually appears on your character. Snap a digital pic, send it to Activision, then download it to your memory card. Within hours, *you* are very literally in the game, like in no game before. Wicked.

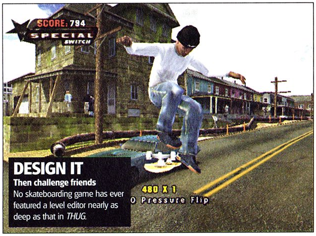
Publisher: Activision **Developer:** Neversoft **Release Date:** September



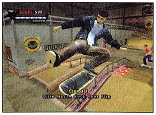


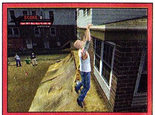


RUN FOR IT!
Only skate when you feel like it
Throughout the huge environments, you can pick up your board for a running start (or just to walk around) whenever you want.

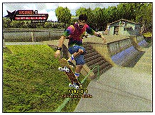


DESIGN IT
Then challenge friends
No skateboarding game has ever featured a level editor nearly as deep as that in *THUG*.

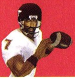




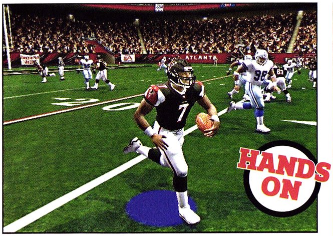
HANG ON
Sometimes you just can't skate there
In addition to being able to dismount your board whenever you feel like it, you can also grab onto things above you to move yourself to more ideal skating conditions. (You'd think scaling a power line would be a bad idea, but hey...this is a videogame.)



INAUSPICIOUS DEBUT
Michael Vick's unfortunate first PS2 appearance was as Virginia Tech's "#7" in the horrid *NCCA GameBreaker 2001.*



WHAT'S THAT MEAN?
Ever wonder what "SSX" stands for? Simple: Snowboard Supercross (SuperX).



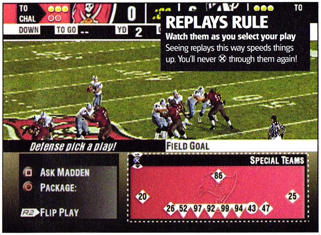
MADDEN NFL 2004

Michael Vick is so freakin' cool!

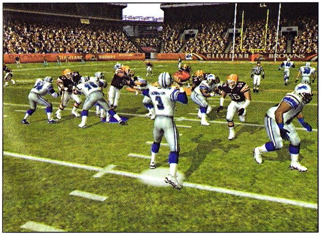
Just when you thought the best football game known to man would falter under its own legendary weight, it doesn't. *Madden NFL 2004* is fresher than ever, and the new, inventive QB play keeps things even more exciting (must've been why they scored wonderstud Michael Vick for the cover athlete). The new QB Playmaker feature let's you change receiver routes midplay with a tap of the right analog, and you can tell blockers which way to block using the same tactic. But what's a good football game if it doesn't look tighter than Warren Sapp's helmet? Just by watching the Demo mode play on your tube, you'll believe *Madden 2004* is real football.

The only problem we see is its age-old burden: Defense makes up maybe 30 percent of the game. If Tiburon can ever figure a way to make defense as much fun as offense, nothing can stop this one.

Publisher: EA Sports **Developer:** EA Tiburon **Release Date:** August



REPLAYS RULE
Watch them as you select your play
Seeing replays this way speeds things up. You'll never ⊗ through them again!

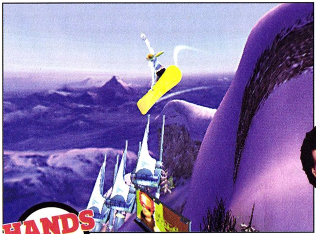


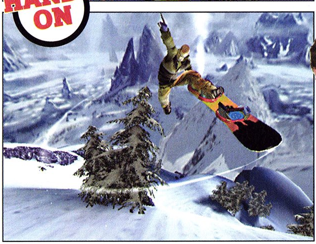
SSX 3

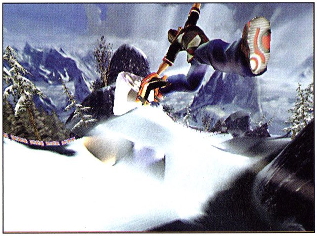
It's more like the real thing now

Every time our pal Larry from EA's development studio in Vancouver shows us this game, we love it more. Obvious improvements like vastly enhanced graphics aside, what's most impressive about *SSX 3* is that the whole thing has been totally reworked—the gameplay structure is a big departure from what we saw in *SSX Tricky*. Gone are the menus and options screens; they are all replaced by a single huge mountain with numerous challenges. Think of it as a *Grand Theft Auto*–like open environment. You can board anywhere on the mountain and amuse yourself (like in the old free-roaming mode), but then you meet up with people and challenge them to races, trick contests, or various other events. The whole experience of snowboarding is much more realistically portrayed.

Publisher: EA Sports Big **Developer:** EA Canada **Release Date:** Fall







SPORTS

TODD: I've never seen a better cast of sports games than I have this year. Even previewable games were as good as finished games two years ago. My biggest surprise: *NFL 2K4* was fun. Hasn't been like that since its PS2 debut. But, still, *Madden* is brilliant.

JOE: Big surprise. Mr. EA thinks *Madden* is brilliant. No, I jest. The stuff I saw at the show did look great. And you can't beat the fact that EA is now doing everything online and including voice chat to boot.

CHRIS: Yeah, pro football hasn't held my attention like it used to since the Oilers moved to Nashville, but that new *Madden* looks sweet! I fully expect to hop online with it as much as I do with *NCAA*. Anyone care to take me on at either?

LIONEL: Hello. Is it me you're looking for?

CHRIS: No.

JOHN: *FIFA* rocked my world this year. It's *soooo* much better than last year's game. Forget the graphics–the team members actually feel like individuals now and not just a bunch of clones.

TODD: Ooops, forgot to mention that *Tony Hawk's Underground* was so the game of the show. *Prince of Persia* is comparatively super-freakin'-lame!

JOE: Oooh, look at me, I can make my own tricks! Whoopeee! It's like Activision decided to stop doing all that pesky design work. Although the whole face-mapping thing should have been done years ago.

CHRIS: Why you gotta be hatin' so much, Joe? I don't know if it's something I'd play before *Persia*, but *THUG* is pretty frickin' cool.

JOE: Actually, although I'm a little worried the Career mode may suffer, I think all the make-your-own stuff does look really neat. I just wanted to make Todd mad.

CHRIS: Oh. Carry on, then. Carry on.

Need something
to do this summer?

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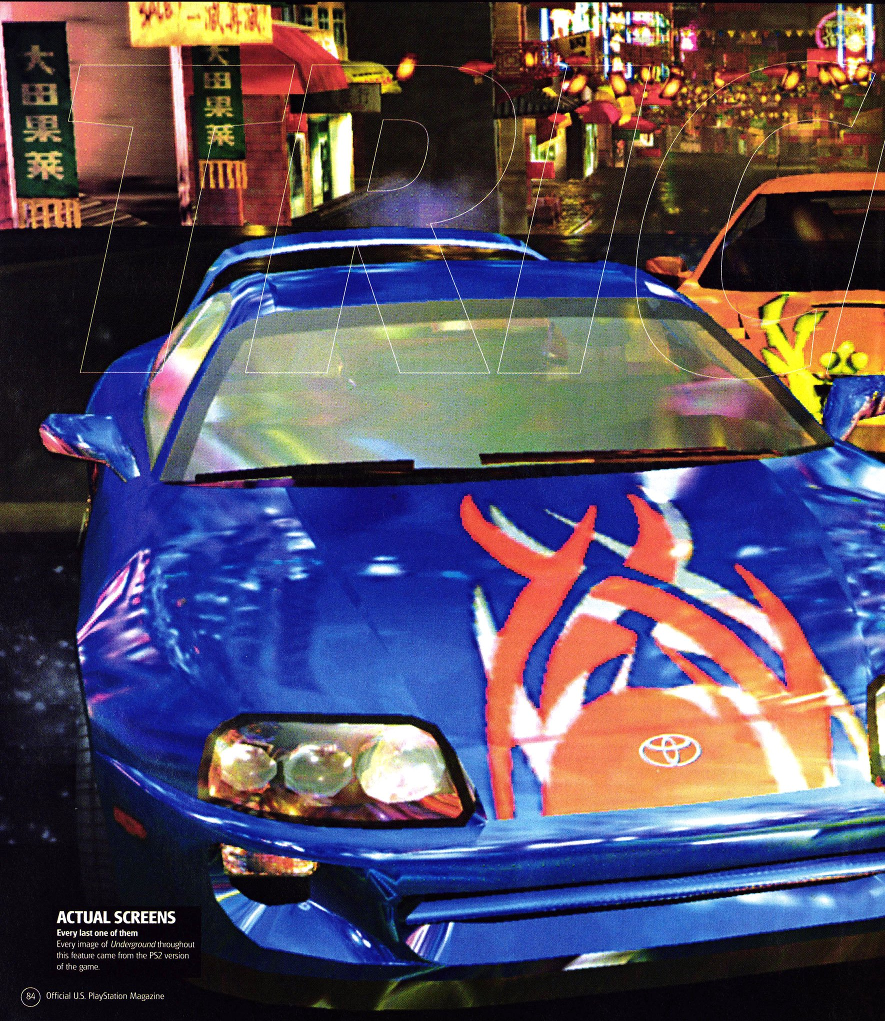


ACTUAL SCREENS

Every last one of them

Every image of *Underground* throughout this feature came from the PS2 version of the game.

by John Davison

TRICKED OUT

Need for Speed goes underground and celebrates the import tuning scene

"*Need for Speed Underground* starts with a familiar formula," says Hanno Lemke, studio vice president at EA Canada and an executive producer on the project. "Real cars, real fast," he quips, inadvertently sounding like a marketing person. "The context is fresh and contemporary. It lives inside today's popular tuner culture, where the aspiration is turning a 90 horsepower grocery-getter into a 400 horsepower urban exotic. It goes beyond just power and speed. *Underground* underscores what is fundamental to this generation: individuality and self-expression. Hundreds of car parts and paint schemes combine to generate thousands of personal expressions. You can completely customize your car, visually and mechanically, to build and race a one-of-a-kind street legend."

But with the *Need for Speed* franchise so firmly entrenched in "traditional" aspirational car culture, why would EA turn its back on all those glorious midlife-crisis mobiles that have surely served the franchise well? "We wanted to expand the brand and make it more relevant to what kids are doing with their cars these days," says executive producer Chuck Osieja. "Even though everyone aspires to own a Ferrari, Lamborghini, or Porsche, the reality is that most of us will never have the cash to park a car like that in our garage, let alone to get behind the wheel. Kids today are dropping $10K into their mom's old car a few hundred dollars at a time and building these amazing cars. Instead of dropping 75 grand on a new sports car, they're building one over time. When some of these guys get done tuning their rides, the specs read like some of the best sports cars in the world. I talked to a guy at E3 who has a 900 bhp Supra sitting in his garage. That's just insane."

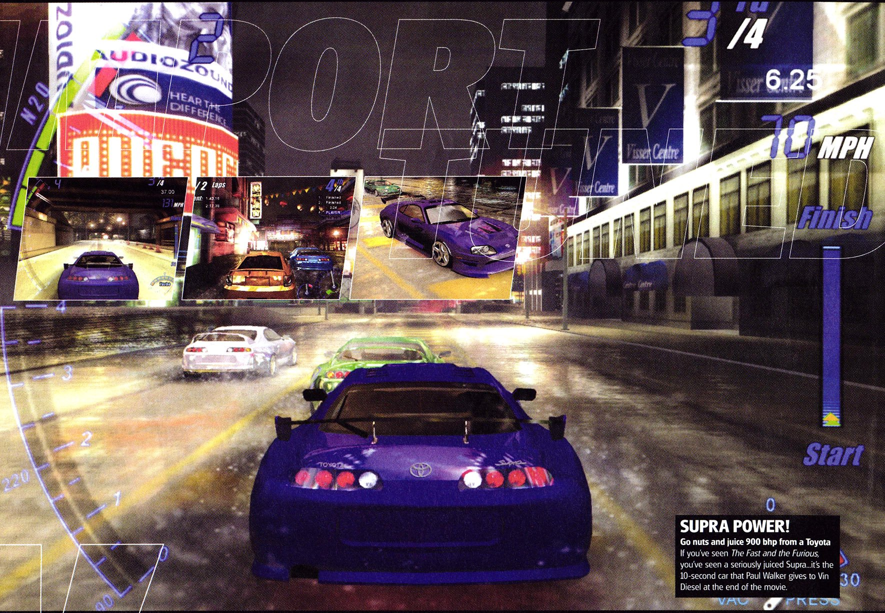
Fast & Furious

How insane? For those of you with no concept of car power, the new Dodge Viper is among the most powerful stock cars currently available in America; its power is rated at 500 bhp. A Porsche 911 Turbo, rated at about 380 bhp, can top 180 mph, runs a quarter mile in 13 or 14 seconds, and has a 0-to-60 time between four and five seconds. A 900 bhp Supra could probably run the quarter mile in 10 seconds and hit 130 mph while it's at it. Its 0-to-60 time is probably in the realm of something a high-powered motorcycle could achieve—somewhere in the mid-threes.

"The import tuner scene has been around for well over 10 years," Osieja explains. "It was really an underground activity until *The Fast and the Furious* hit movie screens a few years back. That blew the lid off of the scene—although I don't believe the movie portrayal of the culture was that authentic—and introduced a new group of kids to the idea that they could juice up their Civic or Jetta and create a cool car for relatively little money. The flip side was that it pissed off a lot of tuners at the time, because the movie really put a Hollywood spin on things. Before *TFATF*, you didn't see many cars with wild paint jobs and vinyl. Most of the cars were 'sleepers' [normal-looking cars with crazy power]. That movie made mom and dad aware of the scene, so while tuning was exposed to a new group of kids, it also hit the radar of the police and journalists, who have since taken to demonizing the tuners."

Just how big has this scene become since the release of the movie? "Walk out to the

NEED FOR SPEED



SUPRA POWER!

Go nuts and juice 900 bhp from a Toyota

If you've seen *The Fast and the Furious,* you've seen a seriously juiced Supra...it's the 10-second car that Paul Walker gives to Vin Diesel at the end of the movie.

> **"Videogames expose kids to models like the Skyline."**
>
> **Chuck Osieja, executive producer**

curb and you can see how big the culture is," Osieja enthuses. "You see more and more tuner cars every day. In fact, it's gotten so big that a lot of car manufacturers are embracing the culture and building specific models that cater to what kids are driving. Drop into your neighborhood magazine store and you'll find no fewer than six magazines devoted purely to tuner culture. We researched the culture through websites—there are a million of them—and we attended car shows, watched videos, and got in touch with the kids who are living it every day. It was without any doubt one of the easiest jobs I've ever had."

PlayStation Generation

So, you believe in what everyone cites as the "PlayStation generation" of car enthusiasts. How important have games been in establishing cars like the Evo and the Skyline in pop culture? "Immensely," Osieja confirms. "Videogames expose kids to models like the Skyline. They're not going to see one driving down the streets of Kenosha, but they'll see one in a lot of the driving games they're playing. Kids are smart. They understand what bhp, torque, and 0-to-60 times mean. When they see the specs in a game and then get to drive a virtual version of a car, it's no wonder it becomes a must-have car for tuners.

"I grew up on *Pong, Space Invaders,* and *Pac-Man,*" Osieja admits, accidentally showing his age. "I understand what an influence it's all had on me. People who don't play don't understand that to today's kids, videogames are a natural part of their recreation, the same as TV, movies, music, or books. My kids will never know a world without videogames. The people who get this definitely get it and that includes a lot of the businesses we deal with. Manufacturers will ask us to break something in a game because they know that will mean major exposure—and that, if the player thinks it's cool, they'll have instant credibility with their customer."

Although the game is still at least six months from completion, the *Need for Speed* team has already signed deals with 20 aftermarket companies ranging from OZ rims to Kenwood stereos—and more are coming. Car manufactures already lined up include Mitsubishi, Toyota, Nissan, Honda, Ford, Chrysler, Mazda, Subaru, and Volkswagen. And you'll see more than recent greats like the S2000 and the 350Z—the 1998 Supras, 1995 RX-7s, and other attainable compacts

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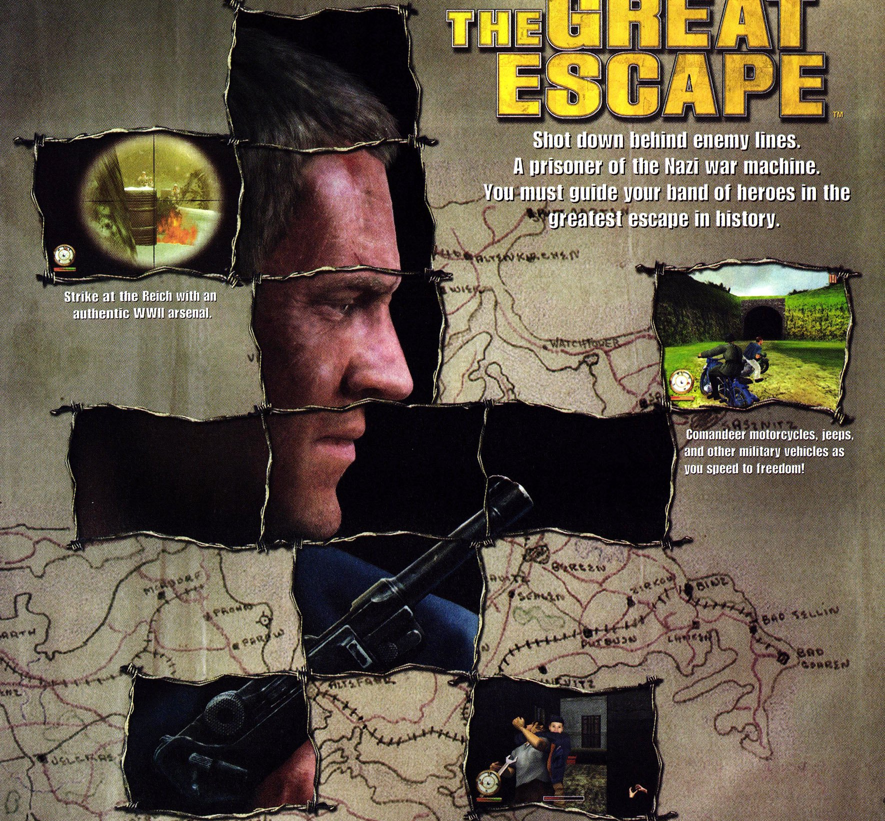

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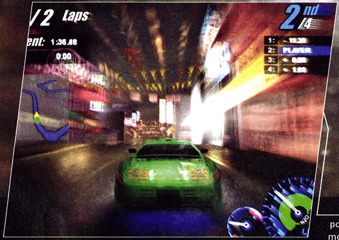
TOYOTA
sparco

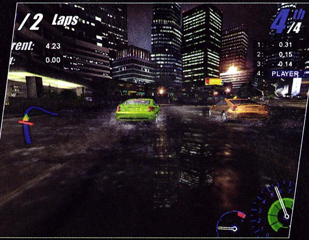
IT'S ALWAYS AT NIGHT

And things are looking a little wet

The slightly wet and shiny environment is to help create the sensation of speed. Surfaces that reflect the light sources in an environment look pretty awesome when they streak into a blur of color as you hurtle past them.



> "You have to drive in one that's been heavily modified to really get a sense of how the car is different."
>
> **Chuck Osieja, executive producer**



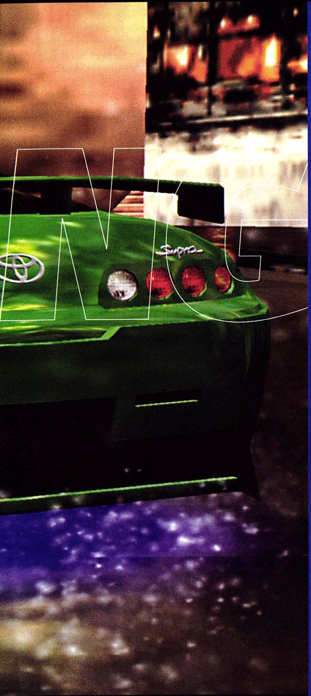
popular in the real tuning scene are almost more interesting.

Although Osieja blows his credibility somewhat when he admits to driving a Toyota Sequoia (that's a very large SUV which seats several soccer teams), he buys some back when he tells us what kinds of rides other members of the *Underground* team are running. "We've got more than a few people on the team who live this culture," he tells us. "One of the guys runs in a Honda club with a Civic Si, and another just picked up a Mazda Speed Protégé that he's already ripping apart and tuning up. In fact, we've been using one of the cars to help the physics team get a good idea of the how the tuner cars in the game should feel. You have to drive in one that's been heavily modified to really get a sense of how the car is different from a stock version or a true sports car."

Bring In The Movie Dudes

We've played an extremely early version of the game, but two things are quite clear. First, the handling feels just as good, if not better, than the sensation provided by *Hot Pursuit 2*—arguably one of the best-handling driving games you'll ever find. Second, *Underground* looks absolutely stunning. The screenshots throughout this feature look good, but they pale in comparison to the sensation the visuals provide when you see the game running. That's the result of EA recruiting talent from the movie industry who are experienced in the production and art techniques that make movies so convincing.

"The partnership between Habib Zargarpour and the team has yielded some fantastic results," Osieja beams. "The EA Black Box team is extremely smart and



incredibly talented. They know how to make great driving games. They didn't need advice on how to build a product—what they needed was a fresh perspective on where the look of the game could go, especially since it's set at night; night racing hasn't ever been done well. Habib has helped to focus the visual direction of *Underground*. Early on, Zargarpour created a video [for an internal presentation at EA] that represented the product's main visual goals. When we showed it to the company, there was a lot of doubt that we could pull it off. Funny thing is, the team blew the video away. Because there was a visual goal for the look of the worlds, there was a clear target to shoot for and subsequently surpass."

If Zargarpour's name seems familiar to film buffs, it's because you've seen his work in a number of special-effects milestones over

SKID MARK PRO

A fearless *OPM* reporter risks life, limb and jail time to hang out with one of L.A.'s most hardened street racers. Don't tell the authorities.

Street racing is illegal. That's a fact. Yet every night between the pitch-black hours of midnight and 3 a.m., engines are revved, rubber is burned, and spray-paint finish lines are crossed all over the country with absolutely no regard for Johnny Law.

"Sure, sure. What we do ain't legal," six-year street racing veteran Bruce Schmaltz chuckles from a suburban garage somewhere in Southern California. "But think about it this way: Every time you jaywalk, you're doing something illegal. At any given moment, there could be some smug-ass cop waiting in his cruiser ready to shove a ticket in your face. All you're doing is running across the road, but you're still breaking the law. So why do it? For the rush, man! It's a small rush, yeah, but it's a rush nonetheless. Maybe your heart beats a little faster, but that's so small on the scale. Take that feeling and multiple it by a thousand. Now that's what street racing does for me."

That 10-second high—since most races are quick straightaway drags—is "like snorting cocaine without the bloody nose afterwards," the five-foot-seven Asian-American goes on to describe. But he claims he doesn't indulge in any of those sorts of substances, either—beyond the three Malboros he smoked during our hour-long rendezvous, that is. "A cig before a race used to calm my nerves, but the habit stuck with me," Schmaltz grins.

The constant puffs of nicotine are probably due relief then; even getting him to agree to an interview took six phone calls and a free copy of *Midnight Club II*. As insurance, I even promised to make up a silly pseudonym that no one would ever link to him.

> **"Straightaway drags are like snorting cocaine without the bloody nose afterwards."**

"Ever heard of a Japanese guy named Bruce Schmaltz?" I laughed.

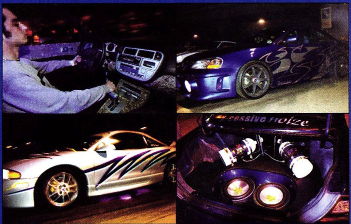
Somewhat confused, he responds, "Nah."

"Good, because that's you!"

For gamers, though, the street racing scene is only a recent fascination—the original *Midnight Club* launched with the PS2 and received a fine consumer reception. Since then, a sequel has spawned, and Electronic Arts announced an entrant into the genre set for arrival later this year, *Need for Speed Underground* (*OPM*'s pinup cover game, as you've hopefully deduced by now). Bankruptcy victim 3DO is also shopping the near-finished *Syndicate Street Racing* for distribution.

"I scammed my way into E3 this year—actually, a buddy did for me—and I'm pretty hyped for that new *Need for Speed*," Schmaltz offers up while partaking in a puff of smoke. "But that game don't look too realistic. They've added some drama to it, which is cool, because what I do—me and my boys—ain't very safe."

The Fast and the Furious, its follow-up *2 Fast 2 Furious*, and the upcoming companion game may exaggerate the spectacle of the felonious sport, but no matter what time of night it is, roaring along at over 100 mph on public streets can be fatal. "I've had a few close calls," he says hesitantly. "I missed some dude's BMW by a few inches when it was crossing an intersection. That made me kinda shaky, but it's all part of the life, man. We all get into it knowing what could happen. I had a friend get pretty f--ked up; I know dudes that died." After he's sucked his third cig to the very tip of the filter, Schmaltz gives me a brief tour of his garage, which is riddled with miscellaneous engine parts and greasy tuned-up accessories. All his paychecks from a management gig at a local L.A. mall fuel his gearhead addiction. "It goes rent, food, and car. Nothing else—and sometimes," he jokes, "not in that order." *–Jon M. Gibson*



UNDERGROUND
CELICA
TOYOTA
GT-S

EFFECTS CRAZY

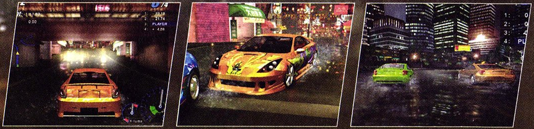
Particles, reflections, motion blur

Zargarpour and the art department on *NFSU* used every trick in the book to help create a good sensation of speed.

DIFFERENT STRATEGY

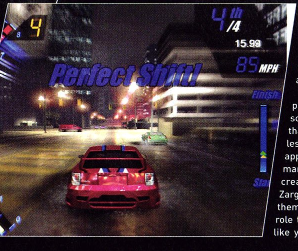
Drag racing is harder than you'd think

Drag races are the new "in thing" in racing games. *NFSU* handles them extremely effectively and really makes you think about managing the way your car is working. You spend more time watching the needle track the revs to the redline than you do paying attention to the spectacular scenery as it streaks past.



"Speed is a big part of the *Underground* project."

Habib Zargarpour, senior art director

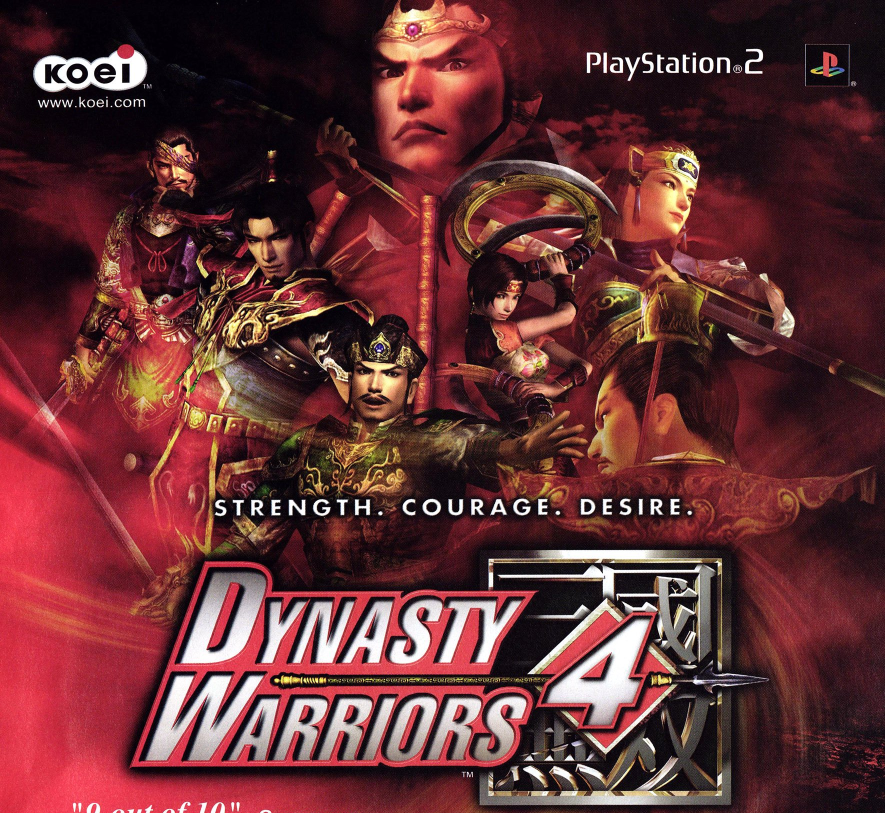


the years—including *Star Wars Episode I*, for which he designed the spectacular pod-racing scene. Other projects won him two Oscar nominations.

"When I worked at ILM, I developed the particle tornadoes and destruction effects for the film *Twister* (1996). That got me my first nomination. Later, I led a team that developed the stormy oceans for *The Perfect Storm* (2000), which led to the second nomination," Zargarpour explains. "Both projects were very rewarding and very difficult. Even though we didn't win the Oscar either time, we did win the British Academy Award for best visual effects for both."

Given the name of the game, speed is a big part of the *Underground* project. Few movie scenes have portrayed that sensation better than the pod race in *Episode I*. But how can the lessons learned from creating that scene be applied to a PS2 game? "We discovered that many techniques need to be used in concert to create a believable sensation of speed," Zargarpour says. "Individual techniques by themselves don't do much. We learned the role the camera can play in making you feel like you're really in the cockpit or following close behind another car in a chase. Having objects fly overhead close to the camera was another factor. Even the lighting and composition of the scene made a big contribution to this sensation. What was important was how all these tie together and the subtle detail with which they're used."

What does a movie guy do on a game project? "I am the senior art director on *Need for Speed Underground*, working with Chuck at EA Black Box," Zargarpour tells us. "I art directed the project from the beginning and am having another director join me in this role. My main task was to set an attainable visual target for the team that featured a great sense of speed and nighttime driving, both of which are critical for a street-racing game. I worked very closely with the programmers to ensure that every item on the wish list of visual effects was possible. I helped with the design for the layout of the city and key visual moments in the game, and I worked with illustrators to portray the kind of city we were building and what the various sections looked like. I worked with our technical art director to make sure our lighting was consistent with the look we were going for and learned the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TEEN
T
CONTENT RATED BY
ESRB

Mild Language
Violence

IGN.COM EDITORS' CHOICE AWARD

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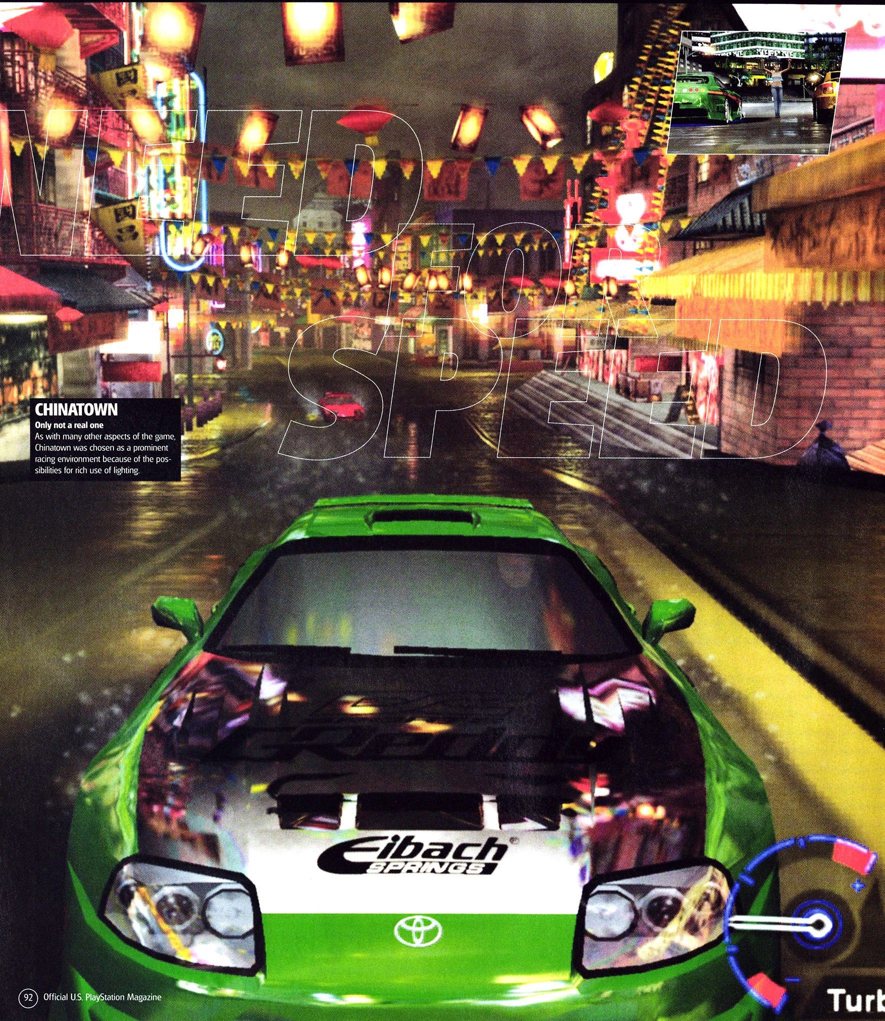
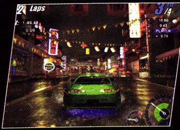
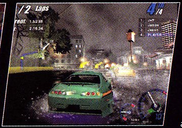
NEED FOR SPEED


NEED FOR SPEED
Eibach SPRINGS
Turb

CHINATOWN

Only not a real one

As with many other aspects of the game, Chinatown was chosen as a prominent racing environment because of the possibilities for rich use of lighting.

> **"If the tracks suck, the game sucks."**
> **Chuck Osieja, executive producer**

do's and don'ts of games from him."

So the cars and parts are real, but the cities aren't? That's right. "There's a good reason for that," interjects Osieja. "We wanted to make sure we concentrated first and foremost on the tracks. If the tracks suck, the game sucks. But most urban planners build cities for efficiency and growth, not for racing around at over 100 mph. We build our tracks so they'll fit into a city, but we're not confined by their conventions. We make sure that we build tracks that could appear in any major city but wouldn't because of the 'racing' elements we build into them. Once we're satisfied with the drive, we build up the city around it. The result is that the cities feel very natural, but they're built specifically for the purpose of racing."

"We're really taking advantage of the fact that *NFSU* is a nighttime racing game, and using lighting as a tool," Zargarpour explains. "Unlike daytime, when the road is usually uniformly lit, at night, you can put streetlights wherever you want. We decided to cheat them a bit further apart and to create a better sense of speed by passing through these pools of light. Another natural nighttime effect comes from bright neon signs. We disperse them throughout and try to maintain a good variation in the pace at which you experience them."

"Another effect we created was to have the bright streetlights streak as though they're leaving a trail at warp speed. This is what happens when you film out the window of a car that's going very fast, and we managed to take it a little further. A lot of the handheld camera work and combination of visual effects—such as our wet streets, glows, and streaking lights—are what give *Need for Speed Underground* its exciting sense of speed and visual beauty."

Our limited time with the game proved just how effective Zargarpour's work is. A mile-long drag race alongside a railway track through a dense urban area delivered one of the single most impressive visual spectacles we've ever seen on PS2. Although essentially just racing in a straight line and cranking the turbos and nitros to hurl the cars up to warp speed, it was all a lot more exciting than other drag-racing games because the feeling of speed is just so damn realistic. The camera wobbles, the lights blur, the Dual Shock does its thing, and the net result is a true sensation of ludicrous speed that you actually believe.

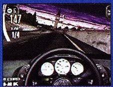
HISTORY OF NEED FOR SPEED

The Need for Speed series has been around for nine years. Altogether, its games have sold well in excess of 10 million copies worldwide.

Road & Track Presents Need for Speed

Released in 1994, the first game in the series wowed everyone on the ill-fated (and hellishly expensive) 3DO system. It emerged the following year on PC, then arrived on PlayStation and Sega Saturn in 1996.

Need for Speed 2



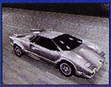
The sequel's PlayStation release arrived in March of 1997, right on its predecessor's heels. The *Road & Track* tie-in was gone, but the car list was beefed up and the graphics were considerably enhanced. A PC version was released at the same time and was followed that November by a *Special Edition* version.

Need for Speed: V-Rally

In its first attempt to establish *Need for Speed* as an all-encompassing driving brand, EA confused everyone in November 1997 by signing up Infogrames' excellent *V-Rally* for U.S. distribution. Although popular in Europe, it didn't fare so well Stateside.

Score: ★½ **Issue #3**

Need for Speed 3: Hot Pursuit



In 1998, *Hot Pursuit* saw the series take on a new, edgier vibe as it focused more on the illegal nature of street racing: Cops chase you as you hurtle through some gorgeous levels.

Score: ★★★★ **Issue #8**

Need for Speed: High Stakes

Oddly, before the 1999 release of *High Stakes*, the *NFS* games hadn't featured a true Career mode. This game rectified that and introduced the "racing for pinks" concept to the series.

Score: ★★★★½ **Issue #20**

Need for Speed: V-Rally 2

Despite the lukewarm reception the original received, EA brought Infogrames' *V-Rally* sequel to the United States under the *NFS* banner. Sales were somewhat better, but *Colin McRae 2.0* still creamed it.

Score: ★★★½ **Issue #28**

Need for Speed: Porsche Unleashed

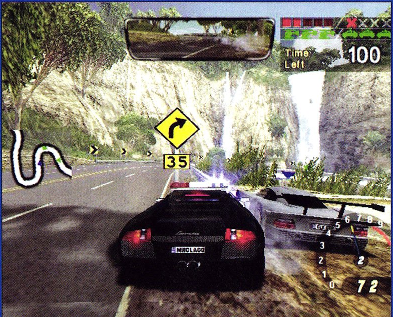
Notably absent since the first game in the series, *Porsche Unleashed* brought us all Porsches, all the time. This 2000 release was the last *NFS* on PS1 and was a veritable history lesson for Porsche fans.

Score: ★★★ **Issue #33**

Need for Speed: Hot Pursuit 2

After a year off, the series moved to PS2 and returned to the extremely popular illegal street-racing vibe established by *NFS3*. Over a million copies have already been sold.

Score: ★★★★★ **Issue #62**



REVIEWS

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OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

HIKE!

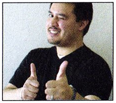
NCAA FOOTBALL 2004

This college classic has always been top-notch—but this year they got just about everything right. That means *NCAA Football 2004* is our Game of the Month.

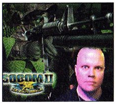
MEET THE CRITICS

the music
lionel ri

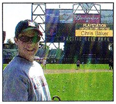
JOHN DAVISON
John's continuing hair experimentation has led to the inevitable Lionel-cut.
Current Favorites: *GT4, SOCOM 2, SSX3*
Favorite Genres: Driving, killing, driving and killing



GARY STEINMAN
Todd's leaving has thrown Gary into a deep depression. You can see how very sad he is from his picture.
Current Favorites: *BG&E*
Favorite Genres: RPG, Platformers

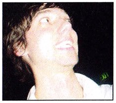


JOE RYBICKI
Joe took this pic of himself at E3 with an EyeToy on PS2. The future is now!
Current Favorites: PSX, PSP, *Prince of Persia*
Favorite Genres: FPS, Puzzle, Adventure



CHRIS BAKER
Sometimes, life is good. Like when C-Bake got to spend a day *on the field* at Pac Bell!
Current Favorites: *NCAA Football 2004*, Supergrass
Favorite Genres: Action, Adventure, Sports, Strategy

SAM KENNEDY
Sam's been really bummed since Todd left. The only thing that's cheered him up since? Cats in crazy outfits.
Current Favorite: Apple Martinis with Todd
Favorite Genres: Action



TODD ZUNIGA
Gone but never forgotten, Todd left us this month to try out a career in game design with EA Sports Big.
Current Favorites: , *Def Jam Vendetta, Street Vol. 2, SSX 3*
Favorite Genres: Sports

REVIEWS

PS2 GAMES

97 Big Mutha Truckers ★★★
97 Downhill Domination ★★★★
96 Enter the Matrix ★★★
97 F1 Challenge '99 - '02 ★★★★★
99 Finding Nemo ★★★½
99 Freestyle Metal X ★★★
98 Indiana Jones and the Emperor's Tomb ★★★
99 Indy Car Series ★★★
99 K-1 World Grand Prix ★★
101 Mace Griffin Bounty Hunter ★★
101 Naval Ops: Warship Gunner ★★★
100 NCAA Football 2004 ★★★★★
102 Return to Castle Wolfenstein: Operation Resurrection ★★★½
103 RTX Red Rock ★★
95 Silent Hill 3 ★★★★½
101 Smash Cars ★★★½

PS1 GAMES

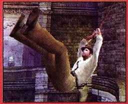
103 All-Star Racing 2 ★★★
103 American Pool ★
103 Cleopatra's Fortune ★★½
103 Dirt Jockey ★★
103 Equestrian Showcase ★★
103 Miracle Space Race ★
103 Puzznic ★

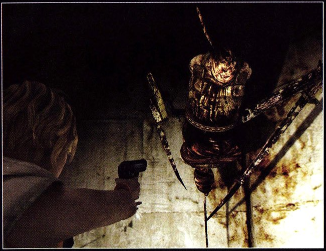
PERIPHERALS

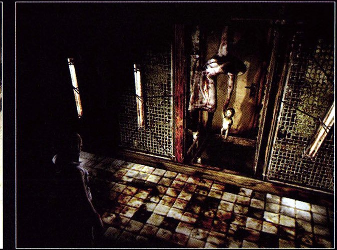
103 MicroCON ★★
103 USB Headset ★★★

LOOKING FOR LARA?

Conspicuously absent: *Tomb Raider*
Unfortunately, Eidos was "unable" to provide us with review code of *Tomb Raider: Angel of Darkness* in time for our deadline. You'll find it on www.gamers.com by the time you read this.







Have you ever walked out of a particularly good horror flick only to discover that your muscles ache because you've been tensing them up in anticipation of the next terrifying event?

Silent Hill 3 is like that.

Like both episodes before it, this game lacks the pure, honest spookiness of something like *Fatal Frame*. It's no ghost story. Instead, *Silent Hill 3* is something much more bizarre. It's not scary so much as it's, well, disturbing. Though it may not stay with you after it's over, the way a good old-fashioned haunted-house tale might, while you *are* playing it, there will be moments you just don't want to open that door, go down that stairway, or get into that elevator. That's partly because the game is so surreal that anything can happen, which keeps you on edge, expecting a new grotesque image around every corner. And more often than not, you get it.

The pacing in this game is arguably better than in either of the previous two. Things get weird pretty much from the start, but it's not until more than halfway through the game that the real madness begins. Every time you think you've seen the worst the game has to offer, the ante gets raised, and the tension along with it.

Silent Hill 3 is more difficult than the first two games. (Pay attention now, because I'm only going to say this once: *CONSERVE YOUR AMMO*. You'll thank me later). But it's also more carefully balanced—for example, I discovered that through much of the game, I'd find a new stash of ammo *just* after using my last bullet. That's smart design, and it also helps raise the tension level admirably.

Of course, it also means that those of us used to the generous helpings of kill pellets in the last two games will spend a lot of time using hand-to-hand weapons. Luckily, you get a few more of these than before, but not one of them is as helpful as a handgun and a couple dozen boxes of ammo.

There's a lot to like about this game, not least of which are the absolutely spectacular graphics. You have *never* seen characters look this good in a videogame. (It's a shame the lip synching is so poor in comparison.) And the environments are practically characters in themselves—especially as reality gets more and more twisted.

Still, the game shares a lot of the mild goofiness of the last two *Silent Hills*. Enemies that are intended to look gruesome and menacing often come off as looking simply silly—especially that trunk-limbed thing you've seen in a lot of screens. I'm supposed to be scared of a big white sock monkey? Whatever.

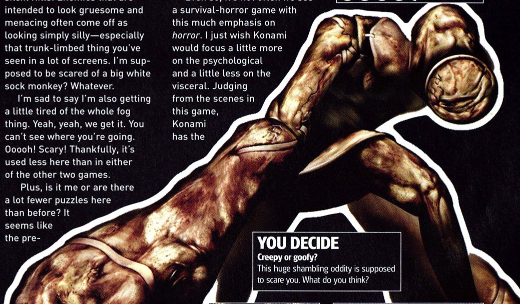
I'm sad to say I'm also getting a little tired of the whole fog thing. Yeah, yeah, we get it. You can't see where you're going. Ooooh! Scary! Thankfully, it's used less here than in either of the other two games.

Plus, is it me or are there a lot fewer puzzles here than before? It seems like the previous 50/50 split of puzzles and action has changed to something more like a 75/25 ratio in favor of killing stuff.

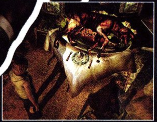
Even so, it's not often we see a survival-horror game with this much emphasis on *horror*. I just wish Konami would focus a little more on the psychological and a little less on the visceral. Judging from the scenes in this game, Konami has the power to send players screaming from the room. So let's see it.

Joe Rybicki

★★★★½



YOU DECIDE
Creepy or goofy?
This huge shambling oddity is supposed to scare you. What do you think?



SILENT HILL 3

A nightmare come to life

Publisher: Konami **Developer:** Konami **MSRP:** $49.99 **ESRB:** Mature

IN MEMORIAM
Gloria Foster, The Oracle in the *Matrix* films, died of complications from diabetes while filming *Reloaded*.

ENTER THE MATRIX

Free your mind and you might actually like it

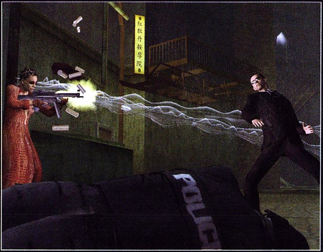
Publisher: Atari **Developer:** Shiny Interactive **MSRP:** $49.99 **ESRB:** Teen

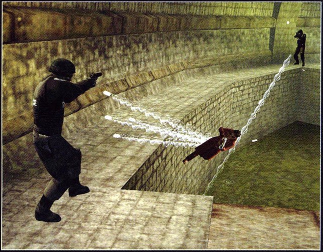
I hated the film *Reloaded*. In my writerly way, I've always felt that anyone can compose a great sentence—it's connecting many of those sentences into a great *story* that's the challenge. So, while the fight scenes in *Reloaded* are off-the-charts cool, they're connected by a story that could help a suffering insomniac score some Zs.

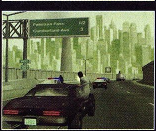
As for the videogame, no *OPM*er wanted to review *Enter the Matrix* because, really, we all thought it would fall somewhere in the bad-to-god-awful range. But, this being my last ever review, I reckoned it would be my optimal swan song write-up in which I could be mean-spirited and hammer away at the shoddy control, horrific camera, and onion-skin-thin story line.

But, best laid plans, etc., etc.

I liked *Enter the Matrix* quite a bit. Somehow, I couldn't stop playing it. I was thirsty to understand the flick, since it made almost no sense to small-brained me. Because the game ties into the movie in a never-before-done way, it jacked me, the casual fan, into *The Matrix* universe. As I beat missions, I unlocked video clips that *aren't from the movie*, but buffer the film's scenes. If there were no videogame, maybe they'd have stretched the movie, but why bother? This is a great way to deliver backstory. Ready for a quick for-instance? Prefaced, of course, by the most shouted word around the office: Spoilers!







OK, so you know the scene in which Morpheus is fighting atop the truck and he jumps off and lands on Niobe's car? Where did Niobe come from? The game tells you, since you're playing up to that point of the movie! It's really cool, and it invests you in a game that is otherwise so terribly camera-tized, you'd think the Wachowski brothers had nothing to do with it (although they did).

There's some massive sloppiness that will challenge you along the way, but most of that sloppiness is great for a laugh. The car tires are hexagonal. I didn't watch that closely, maybe, but weren't car tires round in *Reloaded*? And keep your remote close: For some reason, the audio is about 40 decibels off, so you'll have to turn it up for the movie scenes and then down for the gameplay, or risk going deaf. The letters "WTF" seem to apply best here.

Of course, the hardcore *Matrix* dorks who think Keanu Reeves deserves an Oscar will be pleased by the varied missions for the two characters, and they'll even get into the cool hacking minigames.

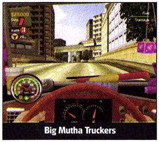
In truth, the game is almost a cultural must-play the way the movie is a must-see. All that *Matrix* stuff (slow-motion fight scenes, bullet time, etc.) works, even if you can't always see it because of the oddball camera. My advice: Take the red pill. And by "take," I mean "rent."

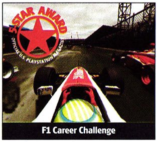
Todd Zuniga

★★★

8 The number of racing games Eutechnyx has developed. The number of nonracing games? Zero.

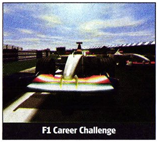
REMEMBER WHEN?
Downhill Domination isn't Incog's first extreme-sports game. When the company was still SingleTrac, it did *Jet Moto 1* and *2* and *Streak*.


Big Mutha Truckers



F1 Career Challenge

Big Mutha Truckers


F1 Career Challenge

BIG MUTHA TRUCKERS

Publisher: THQ
Developer: Eutechnyx/Empire
MSRP: $19.99 **ESRB:** Teen

You gotta give credit to a game that completely revels in its own trashiness. This is what I love most about *Big Mutha Truckers*—it knows just how silly it is and absolutely couldn't give a truck (I mean, the name really says it all). Although I've never gotten behind the wheel of a real-life big rig, I can't help but imagine it being any less insane. Trucking up oncoming vehicles, tuning in to trash radio, outrunning biker gangs—something has gotta break up the trucking monotony of driving on the open road, right?

The basic idea of *BMT* is that you're given 60 days to collect as much trucking money as you can. In a sense, it's similar to an RPG: You travel from town to town purchasing truckloads of inventory to transport while keeping track of your gas and upgrading your rig as you go. That said, the gameplay is very arcadey, so the action remains simple and fun. It's easy to just pick up for a quick truck or two. There's even a mission mode that allows you to perform such fun tasks as ramming the truck out of objects in a given time. *BMT* also lets you switch the camera position, but nothing beats the old standby of trucking from behind.

Unfortunately, you can only truck for so long before things start to get stale. Even though *BMT* is way more fun than Sega's trucking games, it can get trucking boring after a while. And while 20 bucks is a real bargain for a decent truck, I say rent this game, grab a couple of beers, and have an all-night truck-a-thon instead.

Sam Kennedy

★★★

F1 CAREER CHALLENGE

Publisher: EA Sports
Developer: EA Sports
MSRP: $49.99 **ESRB:** Everyone

Previous EA Sports racers have been consistently good, but none is as complete as this one in terms of an overall game experience. What's different? Well, you're now working through a more convincing Career mode. You start off as a rookie, learn to drive an F1 car, and earn your license (which is by no means a *GT3*-type endeavor; it's pretty simple and straightforward) before looking for an offer from a team.

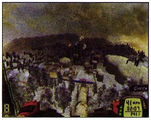
Over the course of three accurately simulated seasons (1999 to 2002), you can work your way from nobody to superstar. If you're a fan of the sport, this is a huge thrill. My first gig in the game was with Arrows. Who are crap. Expectations were low and results were mediocre, but there was a real sense of getting in there and causing some trouble before eventually being poached away. As with Codemasters' *Pro Race Driver*, this dynamic gives you more of a reason to invest time in the game, aside from a passion for the sport.

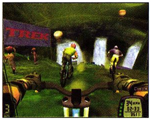
Helping things still further are the tight and responsive controls and the absolutely gorgeous visuals. EA Sports has been gradually enhancing the presentation of F1 over the past few years, and this time, it's stunning. Focus effects, soft lighting, wonderful engine sounds, and a tremendous sense of speed are marred only by an inordinate amount of tire squeal that seems oddly inappropriate.

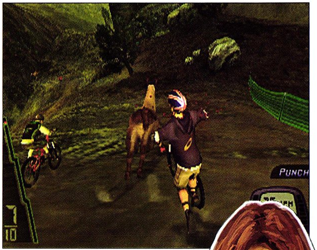
This is Formula 1 done right as a videogame. It's worth looking at.

John Davison

★★★★★







DOWNHILL DOMINATION

Publisher: Sony CEA
Developer: Incog
MSRP: $39.99 **ESRB:** Teen

The answer to the question no one had ever even thought to ask is finally here. The question: Would a racing game like *SSX* work with mountain bikes instead of snowboards? The answer: Yeah, kinda.

Arriving completely out of the blue, like so many games from Sony these days, *Domination* will surprise you if you give it enough time. Cursory fiddles with it will elicit initial indifference. Sure, it's fast and reasonably pretty, but it doesn't really do anything special. If you're into bikes, it has lots of recognizable licenses (Shimano, Ellsworth, Karpiel, etc.), the action is accompanied by a suitably rawking soundtrack, and it all hangs together in an inoffensive manner.

Further play—which requires a certain degree of commitment, as the Career mode has 24 very large stages—reveals that the game has a simple but evolving combat system and a trick repertoire that is limited and initially seems utterly pointless. As with *SSX*, though, you've gotta do tricks to get boost, and as this fact sinks in, you start looking for absolutely any excuse to get a little air so you can shoot forward, peddling like a maniac to stay ahead of the pack. It's at this point that *Domination* suddenly becomes quite spectacularly addictive. It's not doing anything special, but it releases just the right amount of adrenaline to get you truly hooked. I was never totally thrilled—the way I have been with *Tricky* or even *Tony Hawk*—but it certainly gave my adrenal glands a little tweak from time to time.

The tracks are well designed, as you'd expect from Incog (*War of the Monsters, Twisted Metal: Black*), and boast multiple paths and interactive bits. Most notable on the interaction front is the fact that the courses are actually populated by other people (and creatures): tourists hiking up a mountain, mine workers, polar bears, pigs, llamas, and even soldiers guarding "secret stuff." After racing through a dense forest and then moving on to a rocky desert track, we sat around and joked, "Oh, where's the lava level? Where's the snow level?" Lo and behold, they both came, but somehow the overall experience lets you forgive that the design is so derivative.

If I have any grumbles, it's that the game's a bit on the difficult side, and it has some weird issues with the way it respawns you after you wipe out. I lost count of the number of times I splatted against a rock, only to reappear right in front of the same rock so that I got splatted yet again. It gets old fast and ruins an otherwise great design. This aside, the whole experience is both challenging and for the most part, fun. Incog has proved yet again that it knows what it's doing and has produced something that shouldn't be overlooked.

John Davison

★★★★

Throw me the idol, and I'll throw you the whip.

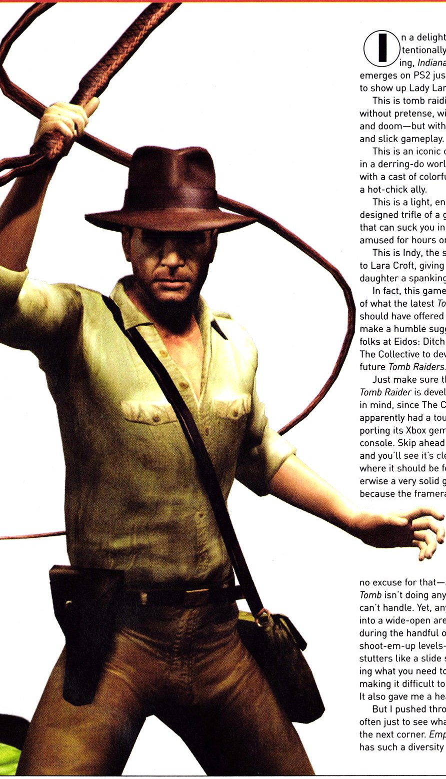
DID YOU KNOW?
Steven Spielberg and Melissa Mathison (then Harrison Ford's wife) wrote *E.T.* while filming *Raiders of the Lost Ark*.

INDIANA JONES

AND THE EMPEROR'S TOMB

Or: How to raid a tomb properly

Publisher: LucasArts **Developer:** The Collective **MSRP:** $49.95 **ESRB:** Teen



In a delightful bit of unintentionally perfect timing, *Indiana Jones* emerges on PS2 just in time to show up Lady Lara Croft.

This is tomb raiding done right, without pretense, without gloom and doom—but with solid control and slick gameplay.

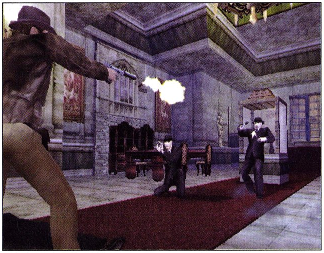
This is an iconic character set in a derring-do world, complete with a cast of colorful baddies and a hot-chick ally.

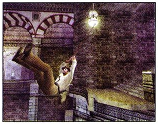
This is a light, engaging, well-designed trifle of a game, but one that can suck you in and keep you amused for hours on end.

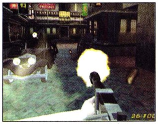
This is Indy, the spiritual father to Lara Croft, giving his virtual daughter a spanking.

In fact, this game has so much of what the latest *Tomb Raider* should have offered that I'd like to make a humble suggestion to the folks at Eidos: Ditch Core and hire The Collective to develop the future *Tomb Raiders*.

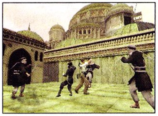
Just make sure that this next *Tomb Raider* is developed with PS2 in mind, since The Collective apparently had a tough time porting its Xbox gem to Sony's console. Skip ahead to the score and you'll see it's clearly not where it should be for what's otherwise a very solid game. That's because the framerate here bogs down so much that it actually hampers gameplay. And there's no excuse for that—*Emperor's Tomb* isn't doing anything PS2 can't handle. Yet, anytime you step into a wide-open area—or, worse, during the handful of high-octane shoot-em-up levels—the game stutters like a slide show, obscuring what you need to see and making it difficult to react quickly. It also gave me a headache.







But I pushed through the pain, often just to see what lay around the next corner. *Emperor's Tomb* has such a diversity of gameplay that it almost always held my interest. You'll spend part of your time exploring tombs, castles, and naval bases simply searching for an exit. Other times, you'll struggle through a series of challenging yet eminently solvable puzzles. Still other times, you'll be locked in mortal combat with the most dastardly of foes, the vile Nazi horde. These beat-em-up bits offer surprising depth for the game's basic button-mash setup. While you have only two attacks, you can use almost anything for a weapon, from bottles to broken table legs to your trusty whip. You can also handle a handful of firearms when you don't want to get your hands dirty.



I also like the way the levels are divided into bite-sized morsels. You won't have to spend a lot of time backtracking or replaying the same bits since each discrete area is of limited length. What's especially nice, though, is the way some levels loop around each other, so you'll run into, say, that courtyard in the Prague castle without having to retrace your steps back through the dungeon.

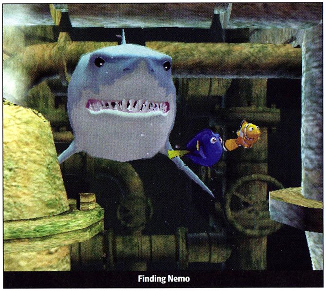
And then there's Indy himself. Despite starring in a bare-bones story, our intrepid archeologist still manages to flesh things out, if only because of his iconic nature. We all already know and love Indy, so we're more willing to fill in all those blanks wherever they might exist.

Gary Steinman

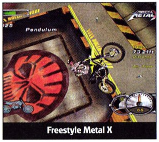
★★★

GRINDING NEMO

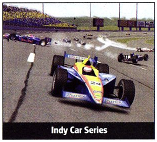
In June, the manufacturers of the Muffin Monster waste shredder issued a press release warning that fish attempting a Nemo-style escape would not make it to the ocean intact.



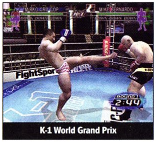
Finding Nemo



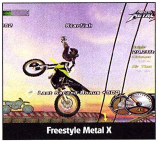
Freestyle Metal X



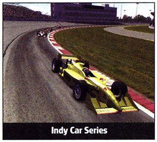
Indy Car Series



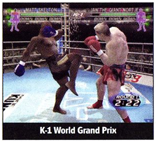
K-1 World Grand Prix



Freestyle Metal X



Indy Car Series



K-1 World Grand Prix

FINDING NEMO

Publisher: THQ
Developer: Traveller's Tales
MSRP: $39.99 **ESRB:** Everyone

It would be close to impossible for a game to replicate the brilliance of Pixar's latest cinematic work of art, but THQ's new platformer manages to turn the underwater world of *Finding Nemo* into an enjoyable adventure. While it's hardly groundbreaking—you've likely experienced its gameplay several times over—the simple fact that it takes place entirely under the sea makes it feel original.

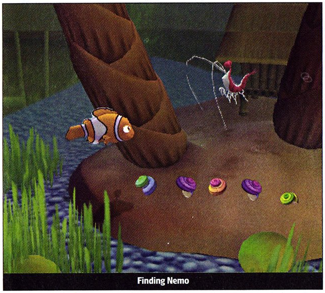
It's pretty shocking to see how well *Finding Nemo*'s story and settings translate into a game—almost as though that was the intention all along. From bouncing on undersea plants to frantically swimming to escape Bruce the shark, from racing with Crush the sea turtle to navigating through a swarm of jellyfish, countless scenes from the movie translate to a thrilling videogame experience.

Thankfully, much of the film's look and feel makes it into the game. While the bright, crisp visuals stand in stark contrast to the subtle, dreamlike murkiness of the film, at least the characters remain completely faithful to their film counterparts. In fact, many of the movie's voice actors did extra voice work for the game, so transitions between the movie cutscenes and the in-game cutscenes remain consistent.

What's unfortunate is the game's unbalanced difficulty (experienced players may get bored, while younger ones may find it too difficult) and the occasionally unclear mission directives. But for fans of the movie, the game proves enjoyable regardless.

Sam Kennedy

★★★



Finding Nemo

FREESTYLE METAL X

Publisher: Midway
Developer: Deibus Studios
MSRP: $39.99 **ESRB:** Teen

Have you ever wanted to play *Tony Hawk's Pro Skater* on a dirt bike? Well, me neither, but that's essentially what you get with *Freestyle Metal X*. Although none of us may have asked for it, this game does offer a reasonably fun time.

When I say it's *Tony* on a dirt bike, I mean it. Since your set of wheels moves considerably faster when there's a motor attached, the environments compensate by being absolutely huge. The size and topographical diversity of each stage is great, but it comes with the price of needing to know them well before you can get around easily.

Still, there's a lot of daredeviling to be had across these environments, along with a *ton* of tricks. Granted, it takes considerable practice to master the stunts, but the controls handle remarkably well, making things easier. The key to success lies in learning to gain the speed necessary to perform sick combos. I didn't have trouble in that department—getting greedy and not allowing time to land is what often got the best of me.

Being a Midway game, expect lots of zany characters (freaks, trailer parkers, hot chicks, ninjas) to choose from, in addition to a handful of pro riders you've probably never heard of. And you can customize your bike to be the most hideous thing on the planet, which is always fun.

If a lesser, motorized version of *Tony* sounds fun to you, *Freestyle* might be worth your time...but not your $40. It's the kind of game they invented the rental for.

Chris Baker

★★★

INDY CAR SERIES

Publisher: Codemasters
Developer: Brain In A Jar
MSRP: $39.99 **ESRB:** Everyone

In a world where everyone drives a Chevy, Indy Car rules. Although dwindling in popularity thanks to the recent explosion of interest in NASCAR, Indy is still a huge sport that is, sadly, only infrequently celebrated in games.

I'm not sure if this game uses the same graphics and gameplay engine as Codemasters' excellent *Pro Race Driver*, but it certainly looks and feels like it might. The handling is tight and snappy, and the sharp, bright graphics manage to convey the ludicrous speeds of Indy Car very well.

All the licenses you could possibly want seem to be present and correct. There are 14 speedways to race on (including the Indy 500, noticeably missing in some other games), and every driver currently on the active Indy circuit is featured. Everything you could possibly want is here...so why can't I get excited about it?

Maybe it's that Indy just isn't as exciting to take part in as it is to watch; I don't know. Regular readers know how I feel about anything with four wheels going very fast... so why doesn't this push my buttons? On one hand, I think it's partly that the tension isn't there when it comes to working on race tactics. This year's real Indy 500 ended in a ridiculous near tie—it was tense and exciting. No matter how hard I try, I can't get that kind of vibe from this game. You're either winning or you're not. And when you're going around and around a zillion times, that's just not fun.

John Davison

★★★

K-1 WORLD GRAND PRIX

Publisher: Konami
Developer: Konami
MSRP: $39.99 **ESRB:** Teen

This game is so stupid. It also lacks any kind of cool. What a combo!

Seriously, what's the deal with this type of game? Which of *K-1*'s 14 fans beat up one of *UFC*'s 12 fans and was then given the power to confuse Konami into licensing this game?

My distaste for this game stems from my boredom with shirtless-guy games. *SmackDown* is lame. *UFC* is soft porn. *K-1* is pointless.

Maybe it's the licensed fighters I can't wrap my head around. No offense (and I say that because I don't want to get levelled by one of these guys), but who *is* Ernesto Hoost? Or Ray Sefo? Or Jorgen Kruth? *I* know they're fighters in *K-1*, but to you, they're paired words that test your skills at international name pronunciation. I keep wishing that they could at least carry as much resonance as a tuning fork. Because they can't.

The fighting here complements the boxers in that it's straight lame. I just didn't have any fun beating up random dudes from the Netherlands or Croatia or France, because I just button-mashed my way to success. Success was sweet in Career mode, but my other complaints blanded the experience, making me just plain bored.

If you're looking to knock someone down and out without climbing on top of them, go with *Rocky*. That way, you're granted context along with your fisticuffs—and a name you can pronounce, accent free!

Todd Zuniga

★★

Down...
Set...
Hut!

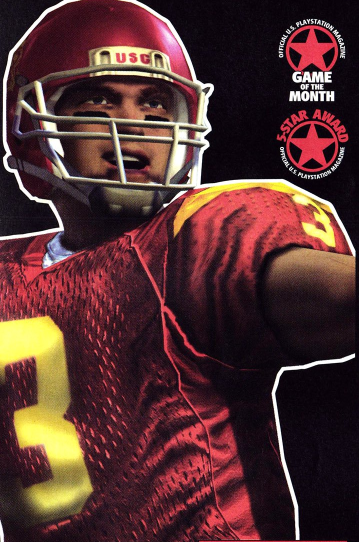
WHERE OPM READERS PLAY ONLINE

Wanna play *NCAA* online with other readers? Maybe even an editor? Sign on to (or create) room "OPM" with "opmopm" as the password.

NCAA FOOTBALL 2004

Thought they couldn't make it better? They did.

Publisher: EA Sports **Developer:** Tiburon **MSRP:** $49.99 **ESRB:** Everyone



OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

5-STAR AWARD OFFICIAL U.S. PLAYSTATION MAGAZINE

"*NCAA Football 2003* comes so close to perfection that you really have to wonder if Tiburon can top itself again next year. Somehow, though, I have faith that it will."

That's how my review of last year's edition of *NCAA Football* concluded. And, wouldn't you know it, I was right. *NCAA Football 2004* doesn't advance the series to quite the same degree that *2003* or especially *2002* (the series' PS2 debut) did, but enough new features have been added to satisfy the hardcore college pigskin fan.

Of course, the big addition of online play will have students clashing with their schools' rivals from the comfort of their dorm rooms. It's nothing fancy—no tournaments or formal leagues to compete in—but the *NCAA* online experience does top what was offered in last year's *Madden*. Now, you can know immediately if your friends are online with the EA Messenger, and you can even *speak* to your opponent using Logitech's *SOCOM* headset. Just like actual online play, live chat presents the occasional snag—you might occasionally hear an echo of your own voice. However, being able to talk continuously means you might have a welcome new alternative to big phone bills when you wanna chat with a former roommate.

Beyond online play, *NCAA 2004*'s additions are subtle yet noticeable. From a gameplay perspective, I'm most happy to see the punting game finally play exactly as it should. In previous editions, you were lucky to get more than a yard or two on a punt return—there was almost always someone there waiting to pummel you after you caught the ball. Now, you have a shot at a decent return from time to time.

You also have several more punt *formations*, just part of the hundreds of new plays included in the game. (Hail Mary is now its own formation. Brilliant!)

During the Franchise mode, you can check out the latest news in *Sports Illustrated*, with updates on polls, the Heisman race, etc. Recruiting in the off-season features a few new options, too, like convincing a nonsenior to stay in school. And you might even be inclined to name all of your players, now that roster adjustments are USB-keyboard compatible.

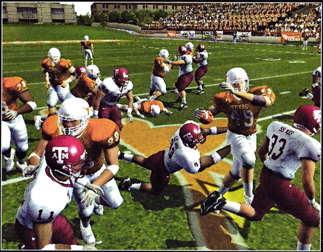
Kirk Herbstreit voices a new tutorial of sorts called NCAA 101, which proves immensely helpful for those too lazy to read the game's whopper of an instruction manual—I'd never have mastered the triple option without it. His commentary alongside Lee Corso and Brad Nessler remains some of the best and funniest of any sports game...even if it is a bit too similar to last year's.

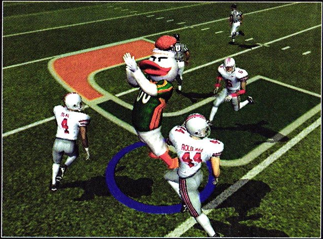
The same can be said for the prescripted player animations, which we've seen since *NCAA 2002*. New in-game animations make up for the undesired familiarity, though. And really, if repetitious speech and animations are *NCAA 2004*'s most disappointing features, I'm just looking for *something* to complain about in my new favorite PS2 game of all time (usurping *NCAA 2003*...go figure).

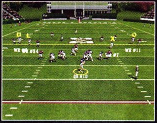
NCAA Football 2004 comes so close to perfection that you really have to wonder if Tiburon can top itself again next year. Somehow, though, I have faith that it will.

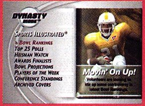
Chris Baker

★★★★★



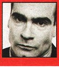






BETTER THAN A FOOTBALL PHONE

Odd as it may be that college football graces the cover of *SI* every week of the season, the computer-generated headlines read almost exactly as they would if a human had constructed them. My favorite: At one point, both polls had my 9-1 Vols at No. 3 in the country behind two undefeateds, yet strength of schedule boosted them to No. 2 in the Bowl Rankings (aka, the unlicensed BCS). "Volunteers are looking to stir up controversy," it read. How cool is that?!

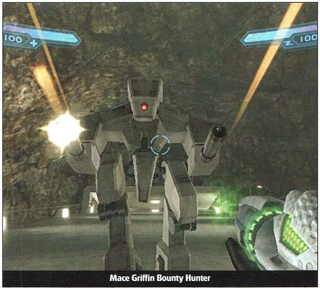


ROOTS RAWK

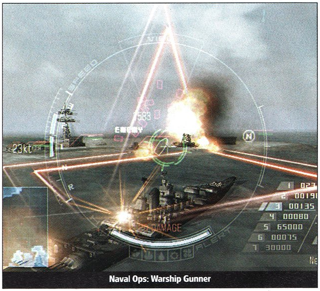
The Rollins Band is currently out on a unique benefit tour, playing nothing but songs by Black Flag, Rollins' old band.

BEHIND THE SCENES

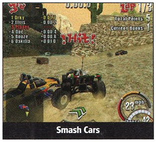
Creat, developer of *Smash Cars*, has produced CG cinemas for loads of games, including *Clone Wars* and *Spider-Man*.



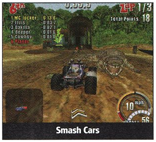
Mace Griffin Bounty Hunter



Naval Ops: Warship Gunner



Smash Cars



Smash Cars

MACE GRIFFIN BOUNTY HUNTER

Publisher: Vivendi Universal
Developer: Warthog
MSRP: $49.99 **ESRB:** Mature

Sometimes I feel like Henry Rollins really needs a hug. How a guy can maintain that bleak an outlook on life and not give himself an aneurism, I'll never know. It even spills over into his performance in *Mace Griffin* (although, to be fair, the melodramatic writing probably helps). I hear "That was the beginning of my revenge. Because, face it, no one wants to go to hell alone" and I'm thinking, "Hank, buddy, you want some tea or something?"

Lord knows I do; I need something to help cure the whopping headache I developed after a few hours playing this game. Room after monotonous room of choppy framerates and muddy graphics is enough to give anyone a headache.

The biggest irritant, though, is that the game's technology seemed to show so much potential. It's a first-person shooter, then it's a space-combat sim, with no harsh transitions between the two. Cool idea. Really, really lackluster execution.

It seems like the designers spent so much time working on fancy effects that they didn't have enough time to bother with things like level design. You'll see a neat full-screen blur when your body shield gets hit, but it slows the game down and makes you feel like you're wearing glasses coated with Vaseline. You have a nice, detailed heads-up display—but it proves more distracting than anything in the middle of a firefight.

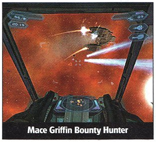
And with all the little graphical details, you'd think someone would have taken a look at the cookie-cutter levels and thought, "Hey, maybe we should make it so that the player doesn't actually run around in circles, since he can't tell one room from another!" No dice.

Once I realized there was a dot on the compass showing me where my next objective was, though, I stopped getting lost... and started ignoring everything else onscreen except the dot. Yes, it is possible to beat levels in this game simply by running past rooms full of enemies. I'm guessing that wasn't exactly planned.

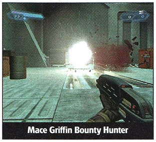
This might all be excusable if the story were interesting (it isn't) or if the game had more than the one gimmick of piloting spaceships (it doesn't). Hell, even Rollins sounds bored half the time; I imagine Vivendi hired him with the idea that he'd sound intense. Instead, he just sounds like he's working for the weekend. It's a pretty major disappointment.

Joe Rybicki

★★



Mace Griffin Bounty Hunter



Mace Griffin Bounty Hunter

NAVAL OPS: WARSHIP GUNNER

Publisher: Koei
Developer: Micro Cabin
MSRP: $49.99 **ESRB:** Teen

Naval Ops: Warship Gunner doesn't fit precisely into a particular niche. There's not as much strategy as Koei's traditional tactical fans might like, and shooter fans might be perplexed by the game's action sequences, which are closer to *Asteroids* than *Gradius*. Those who can appreciate the way the two sides fit together, however, may enjoy *Warship Gunner*.

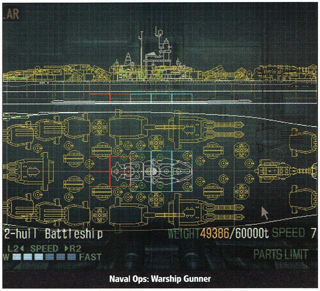
Your role as the gunner of the aforementioned warship is to fend off a monolithic empire after you find yourself thrown through an interdimensional portal. The main function of this plot is to throw together ships from different regions, putting Japanese destroyers, German cruisers, and American battleships in the same fleet and under your control.

There's also a variety of parts to customize these ships with, and completing missions earns you money to spend on weapons, parts, research, and repairs.

Combat is surprisingly intuitive, considering the staggering number of options at your disposal. Switching weapons doesn't require submenu navigation, and while the switch between aiming your weapons and steering your ship is tricky at first, you get used to it quickly. Probably the biggest flaw worth mentioning is the graphics: While the water effects are decent for a game of this sort, all that gray ocean with your gray ship on top doesn't make for a whole lot to look at. Nevertheless, it's considerably less tedious than you might expect from a game like this—it's just not quite a classic.

Nich Maragos

★★★



Naval Ops: Warship Gunner

SMASH CARS

Publisher: Metro3D
Developer: Creat Studio
MSRP: $39.99 **ESRB:** Everyone

It's a sad state of affairs when an R/C racing game stands out from the pack simply because it treats R/C cars like, well, R/C cars.

That's not meant to take anything away from *Smash Cars*; it's a very solid game no matter how bad the rest of the entries in the genre are. Oh, to be sure, it's no hardcore racing sim, but it manages to do what so many games of its type have failed at: It captures the key component of R/C racing. That component is *fun*.

Setting (*gasp!*) realistically sized R/C cars in (*shock!*) realistically sized environments allows for some pretty entertaining experiments in size and perspective, and *Smash Cars* takes full advantage. During races, you'll come across such obstacles as (full-sized) moving cars, a kid on a tricycle, a hungry dog, and an even hungrier alligator. None of these things will permanently take you out of the race, but they'll all knock you back a few paces. Luckily, all your opponents run the risk of encountering the same penalties; it's nice to see A.I. drivers in racing games actually making some mistakes.

Of course, having the vehicles handle like actual R/C cars means even the most stable ones are a bit squirrely. This could easily prove frustrating to serious racing fans...but come on, if you're a serious racing fan, what are you doing playing *Smash Cars* in the first place? Go play *GT3* or something.

Some slowdown and an oddly inconsistent trick system hurt the game, but it's still good, clean fun.

Joe Rybicki

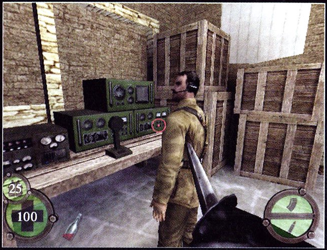
★★★½

THE BIG TIME
A version of *Wolfenstein 3D* called *Wolfenstein VR*, equipped with a stereoscopic headset, was released in arcades in 1993.

RETURN TO CASTLE WOLFENSTEIN
OPERATION RESURRECTION

Simple, fast, and brutal

Publisher: Activision **Developer:** Id/Raster **MSRP:** $49.99 **ESRB:** Mature



Boy, did we get screwed. *XBN*, one of our sister publications, said this in its review of the Xbox version of *Return to Castle Wolfenstein*: "Multiplayer is on par with the best on the Xbox. Four diverse character classes present distinct tactical challenges and permit even novices to play prominent roles in each epic conflict. And because each class is so thoughtfully balanced, there's much strategy."

I say again: Boy, did we get screwed. Why? Guess what kind of multiplayer mode *Return to Castle Wolfenstein* has on PS2? Go ahead, guess! Give up? NONE.

No online, no link play, not even a crappy splitscreen mode. Nothing. Meanwhile, the Xbox version (not to mention the PC version on which both console games are based) has got fans drooling rivers over its class-based multiplayer mode. It's enough to break a first-person-shooter fan's heart.

Luckily, this toxic cloud has a bit of a silver lining: The single-player mode isn't half bad. Foremost is the interesting, competent level design. Such competence should not be surprising, since Id only *created* the FPS genre, but still. It's nice to wander through levels infested with secret areas, hidden enemies, and organic-feeling nooks and crannies. It forces you to slow down and really keep your eyes open, which is a nice switch.

Also important to the single-player mode's success is enemy A.I. Even on normal difficulty, you'll be saving early and often; these Nazi bastards (and zombie bastards) are tough, and they're smart. They'll dive behind cover and even dash down hallways to lure you into a vulnerable position. Most definitely not your standard chaingun fodder.

The third major draw for FPS fans is the game's size. There are some 35 levels, and depending on how careful you are, you can easily spend half an hour in each. In other words, the game is freakin' huge—or at least, it can be. Sure, you can shave off some time by racing into every room with guns blazing, but you'll soon find yourself running short on both ammo and health. Plus, finding secrets earns you bonus points, which can be used at the end of a level to buy things like increased health or ammo capacities. So there's a real incentive to take it slow and be thoughtful.

Now, don't get any unrealistic ideas about this game; it may be a solid FPS, but it will in no way revolutionize the genre. (All the revolutionary stuff was saved for multiplayer. Which we didn't get.) But if you're looking for an update to the simplistic action that made Id a household name, you've come to the right place.

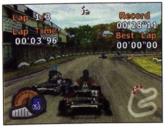
Joe Rybicki

★★★½

OLD SCHOOL
MadCatz is working on the RetroCON, a dual-analog controller designed to look like an old NES joypad.

www.justadventure.com
An extensive website dedicated to, well, just adventure games, including all the LucasArts classics.

PS1 Quick Hits

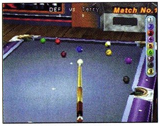


ALL STAR RACING 2

Publisher: Mud Duck
Developer: Kung Fu
MSRP: $9.99 **ESRB:** Everyone

For your 10 bucks, you get bikes, karts, trucks, and GP racing—and the controls are actually pretty OK in all the modes. Unfortunately, it looks like it got beat really hard with the business end of the ugly stick. **–J.D.**

★★★

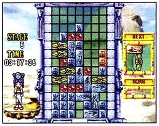


AMERICAN POOL

Publisher: Mud Duck
Developer: Digicube
MSRP: $9.99 **ESRB:** Everyone

Wow. I haven't seen graphics this bad since...well, ever. And the A.I. isn't much better; it's either supernaturally good or indescribably stupid. Which might be excusable if the physics were at least marginally realistic. But they're not. **–J.R.**

★

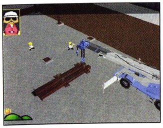


CLEOPATRA'S FORTUNE

Publisher: Mud Duck
Developer: Taito
MSRP: $9.99 **ESRB:** Everyone

Pretend for a second that you've never heard of *Tetris,* nor any of the 38 billion second-rate derivatives of that classic puzzler. Now, pretend that you enjoy mediocrity. Hold that thought and you'll have the perfect mindset to play this game. **–G.S.**

★★½

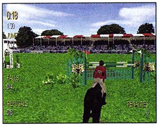


DIRT JOCKEY

Publisher: Mastiff
Developer: DDL/FAB
MSRP: $9.99 **ESRB:** Everyone

You wouldn't think so from looking at it, but *Dirt Jockey* is hardcore. That's partly because all the construction vehicles have semirealistic controls, but mostly because the graphics are so awful that you can't see what you're doing. **–J.R.**

★★

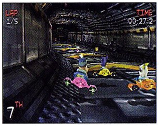


EQUESTRIAN SHOWCASE

Publisher: ZeniMax Media Inc.
Developer: Mud Duck
MSRP: $9.99 **ESRB:** Everyone

You spend your whole career trying to be the best damn sports writer known to videogames, and then at the last minute, you become the horse-racing-games editor. Well, screw that: I quit. **–T.Z.**

★★

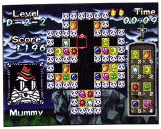


MIRACLE SPACE RACE

Publisher: Mud Duck
Developer: Miracle Designs
MSRP: $9.99 **ESRB:** Everyone

Picture *Crash Team Racing* fused with *Wipeout*, minus all the fun. Why this space race is a "miracle" is beyond me—it offers a pitiful few courses to fly around in and little else. What's a miracle is that this damn thing ever got released. **–S.K.**

★



PUZZNIC

Publisher: Mud Duck
Developer: Taito
MSRP: $9.99 **ESRB:** Everyone

Let's start with this game's name. I mean, what the hell is a "puznic," anyway? On second thought, let's *stop* with this game's name, because it may very well be the best thing about this 14-year-old crusty excuse for a puzzler. **–G.S.**

★

PS2 Hardware

MICROCON

Manufacturer: MadCatz
MSRP: $19.99

I wouldn't say my hands are overly large, but this wee pad (about three quarters the size of a DualShock 2) made my thumbs bump together and my wrists ache. And the buttons seem very stiff—which, granted, makes for a sturdy feel. May be good for small kids. **–J.R.**

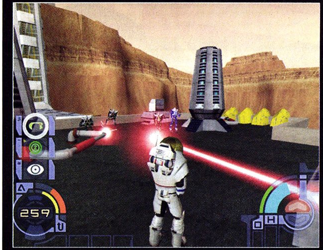
★★

USB HEADSET

Manufacturer: Logitech
MSRP: $39.99

This beefy headset feels much sturdier and more comfortable than the little thing bundled with *SOCOM*. It even comes with three different earpiece covers: plastic, normal, and velvety. The downside? It's *40 freakin' dollars!* For serious chatters only. **–J.R.**

★★★



RTX RED ROCK

Publisher: LucasArts
Developer: LucasArts
MSRP: $49.95 **ESRB:** Teen

If *RTX* were a movie, both Nicolas Cage and Mark Wahlberg would've turned down the lead role. Freddie Prinze Jr. would emerge as the marquee star, and Lou Gossett Jr. would have a major cameo. *RTX*'s midsummer release would be hailed by its studio as that week's "BIGGEST sci-fi movie"—no lie, since it would likely be the *only* sci-fi movie out that week.

In other words, this is the videogame equivalent of a B-movie blunder. Not fun, light-hearted summer fluff, mind you, but plodding, dreary fare that'll sap you of your money along with your precious life energy.

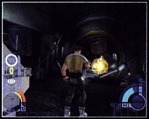
Just check out this morsel of dialogue from *RTX*'s opening sequence and you'll have a good idea why this game will make you old before your time:

GRUFF, GENERIC GENERAL: "You mean he's a nonconforming, shoot-from-the-hip, out-of-control maniac."

GRUFF, GENERIC OFFICER: "Yes, sir. That's what makes him good, sir."

As if that's not bad enough, LucasArts added another layer of putridness to this pulpy sci-fi mess with a mystical mumbo jumbo plot turn, courtesy of a pile of talking rocks our hero Maj. E.Z. Wheeler can see with a special bionic eye attachment that seems custom-built for spotting turd-shaped piles of talking rocks.

Now, I could stomach this inane story if only the gameplay held up. This is LucasArts, after all—a developer revered for its classic adventures. But, sadly, not so here.



Since *RTX* focuses on slow-paced adventure over fast action, combat isn't much more than an annoying chore. Fine, whatever. But the puzzles are so ploddingly bleak that you might find yourself craving more awful action just to keep you awake. The biggest problem? The utterly lackwit level design. *RTX*'s levels are just big enough that you'll take a wrong turn or two, but that's as tricky as they get; stick with it and you'll stumble onto the correct path, trigger the correct switch, and move onto the next "puzzle." And those are the toughies—you'll also get such stumpers as unlocking a door by flicking a switch that's...right next to the door!

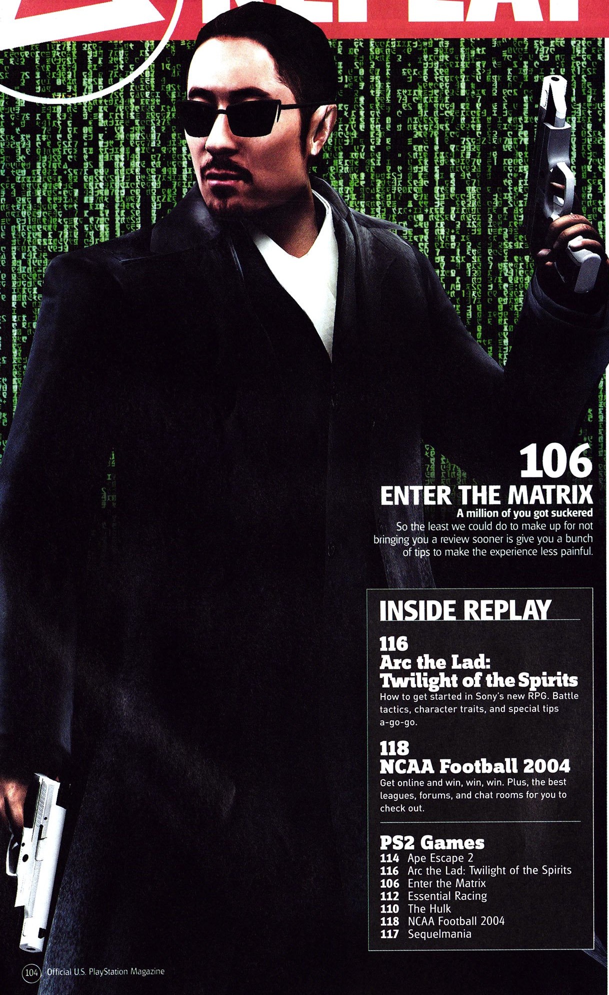
To its credit, *RTX* tries to vary things with outdoor quests in a spacesuit borrowed from Buzz Lightyear (since, y'know, this is Mars) and some vehicle-based missions. But they just offer more ways to *not* have fun.

Gary Steinman

★★

REPLAY

You name it,
we've reviewed it
and know stuff
about it.



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ENTER THE MATRIX

A million of you got suckered

So the least we could do to make up for not bringing you a review sooner is give you a bunch of tips to make the experience less painful.

INSIDE REPLAY

116
Arc the Lad: Twilight of the Spirits

How to get started in Sony's new RPG. Battle tactics, character traits, and special tips a-go-go.

118
NCAA Football 2004

Get online and win, win, win. Plus, the best leagues, forums, and chat rooms for you to check out.

PS2 Games

114 Ape Escape 2
116 Arc the Lad: Twilight of the Spirits
106 Enter the Matrix
112 Essential Racing
110 The Hulk
118 NCAA Football 2004
117 Sequelmania

PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top-selling games for each system.

GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
❸ .hack//MUTATION	Bandai	★★★★	69
Grunty grunty grunty grunty grunty grunty grunty grunty grunty. We just like saying the word. **RAISE A BONY GRUNTY** Feed your baby Grunty four Cordyceps, one Mandragora, two Piney Apples, one Snaky Cactus, and then a bushel of Golden Eggs until it rattles its way to adulthood. **RAISE A SNAKEY GRUNTY** Feed your baby Grunty four Piney Apples, three Snakey Cacti, 12 Golden Eggs, and nine Oh No Melons.			
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	Namco	★★★★½	51
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Ape Escape 2	Ubi Soft	★★★★½	70
Aqua Aqua	3DO	★★	42
Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★	70
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	Sony CEA	★★★★	42
ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
Auto Modellista	Capcom	★★½	69
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Cabela's Big Game Hunter	Activision	★★½	67
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
Chaos Legion	Capcom	★★★½	70
Chessmaster	Ubi Soft	★★★½	70

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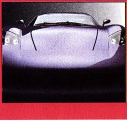
SMASH!

And other Hulk clichés

How to beat the bosses



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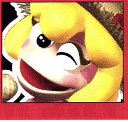
RACE!

Essential driving games

The six best racers for PS2



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MONKEYS

They're never not funny

Beat the bosses in *Ape Escape 2*

GAME	PUBLISHER	SCORE	ISSUE
Choplifter: Crisis Shield	Xicat	★★★	69
City Crisis	Take 2	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	Codemasters	★★★★★	68
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict Zone	Ubi Soft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
Crash Bandicoot: The Wrath of Cortex	Universal	★★★½	51
Crazy Taxi	Acclaim	★★★★	46
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	Sony CEA	★★★★½	46
Dark Cloud 2	Sony CEA	★★★★★	66
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	Acclaim	★★★½	50
DDRMAX	Konami	★★★★	63
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
⑨ **Def Jam: Vendetta**	**EA Sports Big**	★★★★	**67**

UNLOCK EVERYONE

Don't want to bother beating the game to unlock everyone? Leave it to *OPM* to dig up cheat codes to unlock every wrestler (including those bombshells that are tough to win). Here's how to unlock them:

- Go to Battle mode and select any type of match.
- Enter a User ID at the User Setups menu.
- Hold L1 + L2 + R1 + R2 at the Character Selection screen and quickly (time is short!) enter the following codes to unlock the corresponding thug.

Arii	⊗, □, △, ○, □	**Briggs***	⊗, △, ○, □, ○
Briggs*	⊗, △, □, ⊗, ○	**Carla**	⊗, □, ⊗, ⊗, ⊗
Chukklez	□, □, △, ⊗, ○	**Cruz**	○, △, ⊗, ⊗, ○
D-Mob	□, △, ○, ⊗, ○	**D-Mob***	□, □, △, □, □
Dan G	⊗, ○, ⊗, ○, □	**Deebo**	○, ○, ⊗, ⊗, △
Deja	○, □, ○, ○, ⊗	**DMX**	○, ⊗, ○, △, □
Drake	△, □, ○, ⊗, ⊗	**Drake***	⊗, △, △, ○, ○
Funkmaster Flex	○, △, ○, ○, □	**Headache**	△, △, △, □, ○
House	△, ⊗, △, ○, ⊗	**Iceberg**	□, △, ○, □, ○
Ludacris	○, ○, ○, □, △	**Manny***	○, □, ○, □, ○
Masa	⊗, ○, △, □, □	**Method Man**	□, ○, ⊗, △, ○
Moses	△, △, □, □, ⊗	**N.O.R.E.**	○, □, △, ⊗, ○
Nyne	□, ○, ⊗, ⊗, △	**Omar**	○, ○, □, △, △
Opal	○, ○, □, □, △	**Peewee**	⊗, ⊗, □, △, □
Peewee*	⊗, △, △, □, ○	**Penny**	⊗, ⊗, ⊗, △, ○
Pockets	△, □, ○, □, ⊗	**Proof***	⊗, □, △, □, ○
Razor	△, □, △, ○, ⊗	**Razor***	□, ○, ⊗, △, △
Redman	○, ○, △, □, ⊗	**Ruffneck**	⊗, □, ⊗, △, ○
Ruffneck*	□, ○, △, ⊗, □	**Scarface**	○, □, ⊗, △, □
Sketch	△, △, ○, □, ⊗	**Snowman**	△, △, ⊗, ⊗, ○
Spider*	□, △, ⊗, □, ○	**Steel**	⊗, △, ○, ○, △
T'ai	○, ○, □, ⊗, ○	**Zaheer**	△, △, □, ⊗, ⊗

*Alternate Costume

GAME	PUBLISHER	SCORE	ISSUE
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	Capcom	★★★★★	50
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
Disney Golf	EA Games	★★★★	61
Disney's PK: Out of the Shadows	Ubi Soft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★½	42
Downforce	Titus	★★	57
Dr. Muto	Midway	★★½	63
⑫ **Dragon Ball Z: Budokai**	**Atari**	★★★½	**65**

ADEPT/ADVANCED WORLD TOURNAMENTS

After you win the Novice World Tourney, the capsule that unlocks the Adept World Tourney appears under Mr. Popo's Recommended capsule.

UNLOCK FRIEZA SIDE STORY

To unlock Frieza's side story, clear all the episodes in the Namekian Saga. You'll unlock two new episodes that let you play as Frieza. Now you'll see what would have happened if Frieza had defeated Goku in the series.

UNLOCK VEGETA SIDE QUEST

Beat Story mode once to unlock a side quest with Vegeta on Earth. You must defeat the Z-fighters from his perspective.

GAME	PUBLISHER	SCORE	ISSUE
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
⑧ **Dynasty Warriors 4**	**Koei**	★★★★½	**68**

Everybody have fun tonight. Everybody Wang Chung tonight.

UNLOCK ALL GENERALS	R1, R2, L1, L2, □, □, △, △
UNLOCK ALL SHU GENERALS	R1, R1, L1, L1, □, △, □, △
UNLOCK ALL WEI GENERALS	R1, R1, L1, L2, □, □, □, △
UNLOCK ALL WU GENERALS	R2, R1, L2, L1, △, △, △, □

GAME	PUBLISHER	SCORE	ISSUE
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
Endgame	Empire	★★	59
① **Enter the Matrix**	**Atari**	★★★	**71**

What? Our guide isn't good enough? Too cheap to buy the full Brady guide? Here's a quick combat tip: When Niobe is surrounded by unarmed security guards, wallop the one in front with a punch, then press the Kick button while aiming the analog stick in the kickee's direction. Works like a charm.

GAME	PUBLISHER	SCORE	ISSUE
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	LucasArts	★★★★★	46
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS Extra Time	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
EverQuest Online Adventures	Sony Online Ent.	★★½	66
Evil Dead: A Fistful of Boomstick	THQ	★★★	70
Evil Twin	Ubi Soft	★★	52
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme G III	Acclaim	★★★★	50
F1 2001	EA Sports	★★★★★	52
F1 2002	EA Sports	★★★★½	60
F1 Championship	Ubi Soft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	EA Sports	★★★★★	63
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	Square EA	★★★★★	53
Fireblade	Midway	★★½	59

EDITORS' PICK

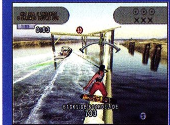
WAKEBOARDING UNLEASHED

Surf's up! Or whatever wakeboarders say

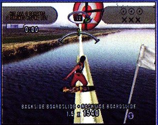
This is one of the summer's coolest games and biggest surprises, but the challenges can kill your fun and momentum. Here's a peek at some challenges from The Delta and how to scoot past them.

THE DELTA: TARGET PRACTICE

Target 1 Easy does it. Hop up to the beam on the right, hold down ⊗ until you're at the end of the first beam, then release. From there, it's easy.

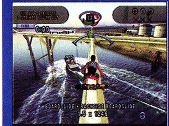


Get ready to jump.

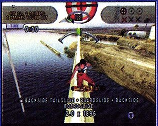


Just ride this one out.

Target 2 Same thing as the first, only opposite and with different things going on. The key here is to remember to jump over the middle beam and to not hit R2 to get the rope back—it'll pull you off and you'll be screwed.



Remember to jump...

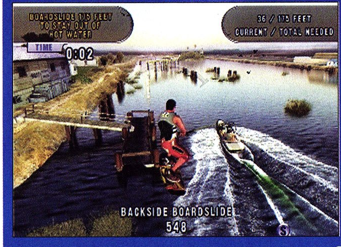


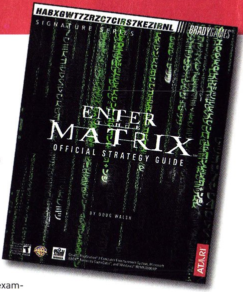
...then ride it to pay dirt.

Target 3 This is so not easy. Ride the rail, just like when you were shooting for Target 2. The key is to release from the end of the rail and push Left at the same time. When you land on the new rail, you'll be off balance (big time), so remember to jump then grind, jump then grind, etc. That'll sustain you until you reach the end of the rail and hit the target.

HOT WATER

To avoid falling into the warm stew, you'll want to pump up your Rail Balance and Hang Time to full. Outside of that, just grind away, baby!





ENTER THE MATRIX

Hackalackashacka. Boo-yah!

Thanks a lot to our pals at Brady Games for helping us out with this awesome strategy. Check out their stuff at **www.bradygames.com**

Enter the Matrix's Hacking system grants players the opportunity to hack into their game console and into the Matrix itself, unlocking several secrets along the way. Once in, players can manipulate certain elements of the game to their liking, as well as get critical info gathered by fellow rebels. Some data may be missing or hidden, and the system may even lead you astray—information is fluid. Codes, stats, and information generated by rebels, as well as agents and police, can be correct one day and wrong the next. Just unlocking the keys to the system is a challenge itself.

But the promise of revelation is too enticing to ignore. To see exactly how far down the rabbit hole goes, login to begin the journey.

Hacking Fundamentals

The Hacking system is strikingly similar to the DOS-based operating systems of the 1980s. It's a text-based system that allows users to view the contents of various drives and run their programs. Although it may seem challenging to those unfamiliar with DOS, it's actually quite simple and straightforward—that is, if the user understands the strict syntax to which he must adhere. Fortunately, the user-friendly controls practically take care of this.

DIRECTORY ASSISTANCE

The following example utilizes the Beep program. It can only be used once the drive's directory has been viewed. Those looking to follow along should enter "A:\>DIR A:" into the command line to view the contents of Drive A. Now any of the programs on the A: drive can be accessed and utilized.

PS2 Controls

Enter	⊗
Delete	◎
Quick Exit	△
Quick Select Command List	L1
Quick Select Enter Key	R1

The Hacking system is designed to grant users access to the programs and files stored on various drives, whether they are real or virtual. Each of the programs can be used to manipulate the behavior of the user's videogame console, view confidential files and movies, and even bend the rules that govern *Enter the Matrix*.

The first step in utilizing this amazing feature is to gain an understanding of its syntax. Syntax, by definition, refers to the structure of the character strings that are entered into the system. For example, if the user wants to run the Beep program, the player must first input the drive letter that tells the system where the program has been installed. All drive letters must be followed by "**:\>**" and then the full name of the program.

The full entry would read **`A:\>Beep`**. If this sounds easy, that's because it is. Many of the programs require settings to be designated in order for the program to run—Beep is one such program. To run Beep properly, a space and then a string of digits ranging between 1 and 8 must follow the program name. Spaces can be added to insert pauses in the music. Try entering the following:

```
A:\>Beep 321321 67 8546767
```

Other programs may require the user to specify the name of a file that exists on that drive or enter a cheat code. To do so, simply input the file name in the same manner that the digits were entered above. Input a space after the program name and then type the exact name of the file that is to be viewed.

TEXT TEMPLATE

All programs and their settings or file references can be entered in the following manner:

```
"Drive Letter":\>"Program Name" "Settings\File"
```

For example:

```
A:\>BEEP 321
```

Initial Login

The OHS-T1 personal computer will spring to life after loading a game save into the Hacking system. Once the OHS-T1 finishes its booting process and virus checks, the user is prompted with the following message:

```
WARNING - Virus Definition
Database: ERROR 421
- Update needed.
<Press Any Key>
```

Select any letter from the onscreen keyboard and press Enter to complete the system check and login to Drive A. The user will be advised to type "**Help**" to receive assistance. Typing **`A:\>Help`** will show how to use the Help command to learn about each of the other commands. For example, type **`A:\>Help DIR`** to receive advice about using the DIR (directory) command.

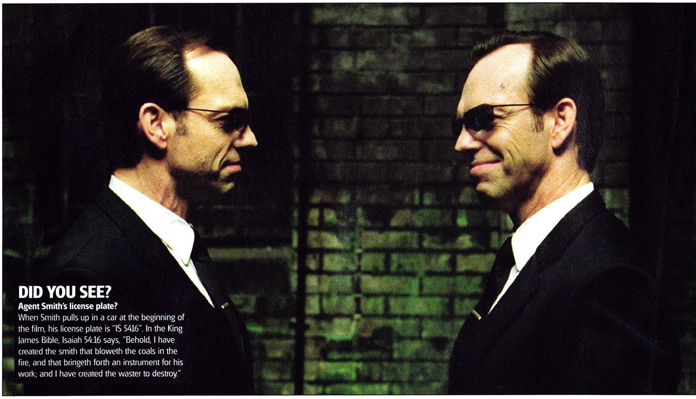
View the contents of Drive A by entering **`A:\>DIR A:`** on the screen. Use the Quick Command Select feature to quickly select DIR from the list of commands and then to specify Drive A from the list of Parameters.

```
Directory of A:
SYSTEM
TOOLS
TEXT
```

SYSTEM, TOOLS, and TEXT are all individual folders on the A: drive. The contents of each folder can be viewed with the DIR command by following the syntax shown in the command's help file. The interface is designed to minimize the amount of typing required. Once any folders, files, and drives are seen (displayed onscreen in a drive or folder), they're automatically added to the parameters list and can be selected using the Quick Select controls. Programs, on the other hand, must be typed into the command line at least once before being added to the command list.

```
Directory of A:\Tools
VIBRATE.EXE
BEEP.EXE
CHEAT.EXE
```

Follow the previous example to view the contents of each of the folders on Drive A. Also, consider using the Help command to learn how each of the various programs work. Once you feel comfortable with the programs in the System and Tools folders, try viewing the files stored in the Text folder, particularly the following files: NOTEZ.TXT, MANUAL2.TXT, and



DID YOU SEE?

Agent Smith's license plate?

When Smith pulls up in a car at the beginning of the film, his license plate is "IS 5416". In the King James Bible, Isaiah 54:16 says, "Behold, I have created the smith that bloweth the coals in the fire, and that bringeth forth an instrument for his work; and I have created the waster to destroy."

Todd Zuniga used to run *OPM*'s Replay section. But he's gone now. We ate him.

MORE MATRIX GAMES ON THE WAY...
According to reports, Atari and Shiny plan to release another *Matrix* game in 2004, and then another in 2006.

...PLENTY MORE
Meanwhile, Monolith is developing a massively multiplayer online *Matrix* game for PCs (and hopefully consoles) for 2004.

PASSWORD.TXT. To do so, use the Command Quick Select feature to select Read and then choose each of the files from the parameters list.

Notez.txt

```
- Checked Storage/need bigger drive for download
- Don't forget to backup/wipe disc
- Drive B needs attention
- B: Surveillance archive is progressing
Changed VIRTUAL Drive Password to: FROZENFISH
<end-of-file>
```

Password.txt

```
<secure log>
Trans OPT: Verified
Remote Entry: 9-18-99 13:03:27
Penetration: <none flagged>
Logged Activity:
www.thematrix.com: 23631BE6
www.danielinstitute.com
Crack the codes at these websites.
> A Friend
<logged off>
```

The Hole is Quite Deep

Drive A is essentially a public hard drive, and although it has some valuable information in its Text folder, it doesn't go far in revealing what the Matrix is. Fortunately, the console possesses more than one drive. The time has come to access Drive B, the Media Drive.

Type "**Login**" to begin the login procedure. You may think that you're in your own home, but you're merely a guest inside the program known as the Matrix. Type "**Guest**" at the password prompt to access Drive B.

```
Login Access Approved
Access to Media Drive B: -
GRANTED
B: is now accessible.
```

The Media Drive is host to numerous files that contain information about the characters, guns, and cars that Niobe and Ghost will encounter in the Matrix. Browsing the directory of Drive B will reveal the following list of folders:

```
Directory of B:
ID
Guns
FMV
MAPS
CARS
TOOLS
```

The first five folders contain numerous images and movies that can be viewed once the appropriate programs have been accessed. As Niobe and Ghost move closer to the end of their journey, more of these image files and movies become accessible—one cannot view what has not yet been proven to exist.

The programs that are needed to explore the Media Drive are locked away in the drive's Tools folder. Due to the valuable nature of this folder's contents, it's protected by an encrypted binary access code.

Cracking the Binary Code

```
A:\>DIR B:\Tools
Tools directory is binary
encrypted.
Enter 5 digit access code: (Q to
quit)
```

This code is random and resets each time the Tools folder is accessed. Fortunately, a great deal of information can be gathered about the code by simply reading the onscreen message. The word binary refers to a system comprised only of 1's and 0's, and since it's only five digits long, it can be cracked with relative ease. The following steps show how to crack this encryption.

Enter **11111** to see 1) the total number of correct digits and 2) the number of digits in their correct places. Note this.

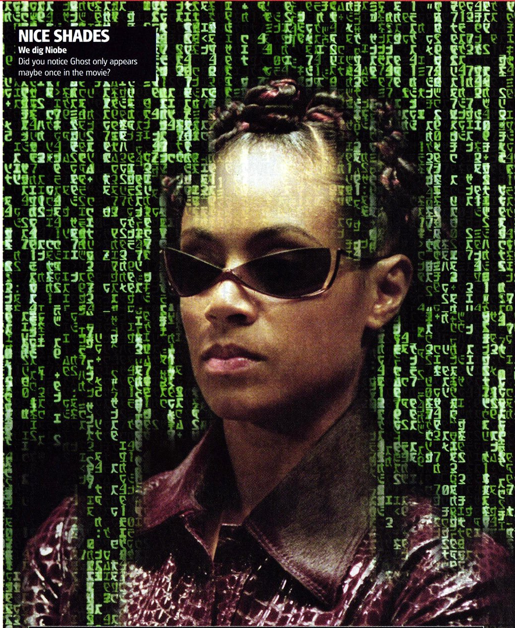
Enter **01111** and see how many digits are correct. If the number of digits in their correct places increased, you'll know that the first digit is definitely "0." If that number has decreased, it's "1."

Now move onto the next digit and change it to a "0." Compare the results from the previous attempt. Continue progressing through the five digits to get the password.

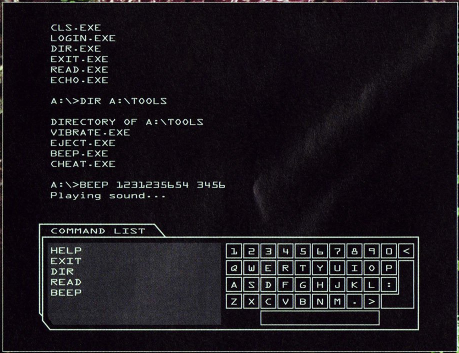
```
Directory of B:\Tools
View.exe
Virtual.exe
Tracekill.exe
Drop.exe
Play.exe
Decode.exe
```

Use the Help command to learn what these programs can do. Some of the programs, like Drop and View, are used together. The View program allows you to inspect the images in the Maps folder and then input any corresponding codes into the Drop program to have Sparks perform a weapons drop inside the Matrix. Other programs, like Tracekill and Decode, will only be used by those observant enough to require their use.

Keep an eye out for multiple types of codes. You never know where you may find them!



NICE SHADES
We dig Niobe
Did you notice Ghost only appears maybe once in the movie?



```
CLS.EXE
LOGIN.EXE
DIR.EXE
EXIT.EXE
READ.EXE
ECHO.EXE

A:\>DIR A:\TOOLS

DIRECTORY OF A:\TOOLS
VIBRATE.EXE
EJECT.EXE
BEEP.EXE
CHEAT.EXE

A:\>BEEP 1231235654 3456
Playing sound...
```

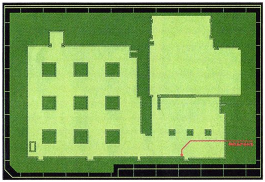
There are only two possible explanations: either no one told me, or no one knows.

CODE NAME: BURLY MAN The nickname for the *Matrix Reloaded* script while in production. *The Burly Man* is also the title of the script Barton Fink is working on in *Barton Fink*.

ENTER THE MATRIX

Weapon drops

It's possible to insert additional firearms at integral locations within the Matrix by using the appropriate command. Study the images in the B:\Maps folder to gain their corresponding drop codes.

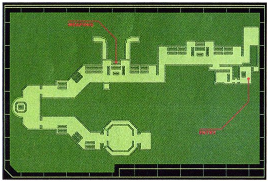


B1PO.IMG

POST OFFICE: GOT IT!

NIOBE & GHOST Weapons	Quantity
Entry Shotgun	5
MP5	8

The police SWAT during the lockdown scene in the main lobby don't stand a chance! Without this drop, Niobe and Ghost wouldn't have better than a pair of 92FS pistols, but now the playing field has been leveled. Load up and ride the elevator down to the lobby. It's time to clean house!

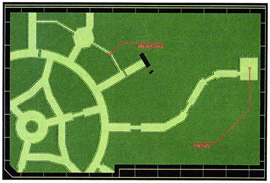


B5APN.IMG

AIRPORT: NORTH POINT

GHOST Weapons	Quantity
M240	2
Flash Bang Grenade	2

Using this drop is the only way to ever get the M240. This is by far the most lethal weapon in the Matrix and can be used to destroy the SWAT helicopter in a matter of seconds. It makes a difficult battle that much easier! Make sure you don't forget to use it!



B5APT.IMG

AIRPORT: JACKSON IN STEAM

NIOBE Weapons	Quantity
M16 Commando	3
Flash Bang Grenade	1
Stun Grenade	1

The infusion of M16 Commandos into the underground tunnels all but assures that Niobe can run-and-gun the entire way to tunnel 7R. Conserve some of the M16 ammunition for use in the hangars and the Catching a Plane sections.

B2SW.IMG

SEWERS: WATERWAY

NIOBE Weapons	Quantity
MAC-11	3
Street Sweeper Shotgun	2
Offensive Grenade	1
Flash Bang Grenade	1

Gaining these weapons in the canals makes dealing with the large SWAT group at the far end of the canal a cakewalk. Wait behind one of the brick columns and allow the SWAT units to get good and close. Once they do, blow them away with the Street Sweeper shotgun. Also, the tremendous amount of MAC-11 ammunition will make the journey to save Malachi and Bane that much easier as running out of ammunition should not be a concern.

B3CW.IMG

CHATEAU: PERSEPHONE'S BEDROOM

NIOBE & GHOST Weapons	Quantity
Entry Shotgun	1
Street Sweeper Shotgun	2
1911 Pistol	4
UMP	1
Crossbow	2

This drop appears to be unbelievable, but when dealing with vamps and Dobermans, only the crossbow is effective.

Although the other weapons help to beat back the exiles, they're nothing more than irritants. Having extra crossbow ammunition allows Niobe to nail a few before the Cujo boss. Hold onto the Sweeper for use against Cain and Abel—the blast is powerful enough to knock them against the cells.

B5PP.IMG

POWER PLANT: TRANSFORMER FIELD

NIOBE & GHOST Weapons	Quantity
SG-552	1
G36	1
18C Automatic Pistol	1
Offensive Grenade	1

The transformer field area contains the strongest opposition that Niobe and Ghost face in the game.

Having access to an arsenal of this magnitude before going in is absolutely invaluable. The 18C Automatic Pistol should be held onto only as a last resort, but the SG-552 and G36 certainly come in very handy when encountering the dozens of armored military SWAT units that patrol this area. Let them have it!

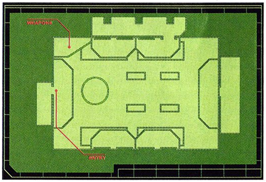
B3CS.IMG

CHATEAU: SECRET PASSAGE

GHOST Weapons	Quantity
Entry Shotgun	1
Street Sweeper Shotgun	2
1911 Pistol	4
UMP	2
Crossbow	2

This drop is of particular value to Ghost since it's the only way he can gain enough ammunition for the crossbow to quickly slay all three of Cujo's underlings.

Furthermore, if Ghost is not in the mood for extended martial arts battles against the Dobermans, he can use the Street Sweeper shotgun to knock them to the ground.

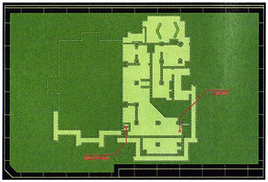


B6SS.IMG

SKYSCRAPER: VERTIGO

NIOBE & GHOST Weapons	Quantity
50AE Pistol	9

Normally, Niobe and Ghost would be completely unarmed while trying to flee the numerous Agent Smiths in the skyscraper, but this weapon drop changes that. Nevertheless, the best strategy in the skyscraper is to run. And run like hell. The pistols can distract Agent Smith if need be, but they should be reserved for Chinatown where they'll be much more useful.

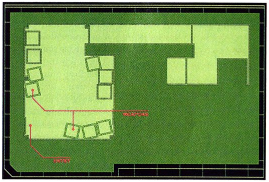


B6CT.IMG

CHINATOWN: THE VIRUS SPREADS

NIOBE & GHOST Weapons	Quantity
G36	10

With this weapon drop, Niobe and Ghost have a much better chance of holding their ground against the agents in this scene, but they should still concentrate on running if they're to ever reach the hard line. Use the G36's to cut right through any police opposition. Also, this is a great way to quickly and impressively pad those "shots fired" stats!



So.... How many of you have returned the game to EB alredy?

1.4 The length, in miles, of a three-lane highway that was built specifically for the chase scene on the decommissioned Alameda Point Navy Base. It has since been destroyed.

OVERHEARD "There is a building. Inside this building there is a level where no elevator can go, and no stair can reach. This level is filled with doors. These doors lead to many places. Hidden places. But one door is special."

GAME	PUBLISHER	SCORE	ISSUE
Fisherman's Challenge	Konami	★★	67
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freekstyle	EA Sports Big	★★★★	59
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	★★★★★	**46**
Grand Prix Challenge	Atari	★★★½	68
⑬ **Grand Theft Auto: Vice City**	**Rockstar**	★★★★★	**63**

Of all this brilliant game's cheats, these are our personal favorites. So, to get on with playing as someone new (although no one's cooler than Vercetti), punch these in during gameplay.

RICARDO DIAZ	L1, L2, R1, R2, ⬇, L1, R2, L2
LANCE VANCE	◎, L2, ⬅, ⊗, R1, L1, ⊗, L1
CANDY SUXXX	◎, R2, ⬇, R1, ⬅, ➡, R1, L1, ⊗, L2
KEN ROSENBERG	➡, L1, ⬆, L2, L1, ➡, R1, L1, ⊗, R1
HILARY KING	R1, ◎, R2, L1, ➡, R1, L1, ⊗, R2
LOVE FIST GUY #1	⬇, L1, ⬇, L2, ⬅, ⊗, R1, L1, ⊗, ⊗
LOVE FIST GUY #2	R1, L2, R2, L1, ➡, R2, ⬅, ⊗, ▢, L1
PHIL CASSIDY	➡, R1, ⬆, R2, L1, ➡, R1, L1, ➡, ◎
SONNY FORELLI	◎, L1, ◎, L2, ⬅, ⊗, R1, L1, ⊗, ⊗
MERCEDES	R2, L1, ⬆, L1, ➡, R1, ➡, ⬆, ◎, △

GAME	PUBLISHER	SCORE	ISSUE
Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	★★★★★	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
⑥ **The Hulk**	**Vivendi Universal**	★★★★	**70**

"Hi, my name is Hulk, and I very much enjoy smashing things."

Double Hulk HP	HLTHDSE
Half Enemies' HP	MMMYHLP
Regenerator	FLSHWND
Invincibility	GMMSKIN
Unlimited Continues	GRNCHTR
Level Select	TRUBLVR

GAME	PUBLISHER	SCORE	ISSUE
Hypersonic Xtreme	Majesco	★★½	67
Ico	**Sony CEA**	★★★★★	**50**
⑮ **Indy Car Series**	**Codemasters**	★★★	**71**

Here's a trick: Drive really fast.

GAME	PUBLISHER	SCORE	ISSUE
Island Extreme Stunts	EA Games	★★★½	65
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	★★★★★	**52**
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64

GAME	PUBLISHER	SCORE	ISSUE
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubi Soft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
Madden NFL 2003	**EA Sports**	★★★★★	**60**
Magic Pengel: The Quest for Color	Agetec	★★★★	69
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**5**
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metal Gear Solid 2: Substance	**Konami**	★★★★★	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
⑤ **Midnight Club II**	**Rockstar**	★★★★★	**67**

TOO FAST? TOO FURIOUS? What to do if you're a hopeless slowpoke? Try these codes! Go the Cheats menu from the Options menu, then input these exactly as they appear below.

All Locations and Cars	rimbuk
Guns and Rockets (Fire with L3 and R3 in Arcade mode.)	savethekids
Unlimited Nitro Boosts	greenLantern
Invulnerable	gladiator

GAME	PUBLISHER	SCORE	ISSUE
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69

REPLAY FORUM

ENTER THE CODES

Hey, you know how you said there's no Trinity, Neo, or Morpheus in *Enter the Matrix*? Well, everyone is in it except for the Chosen One (Neo). Anyway, you can only fight as Morpheus and Trinity. Here's how:

1. Go to Hacking in the Main menu.
2. Choose any saved game in Hacking, load it, and enter the cheat code d5c55d1e.
3. Choose the saved game and look for Multiplayer for the heading.
4. Now you can fight with Morpheus in the subway against Agent Smith, or Trinity in the dojo against Niobe.

Marcello Cabral
Herrerabigf@aol.com

PRIMAL BEATDOWN

Yo, wassup, my shizzles at *OPM*. C-Bake convinced me to buy *Primal*, but now I'm bored outta my gourd. Got any codes? Hook me up, before I beat you down like a clown!

Jerry Serrano
Oakland, CA

Whoa—settle down, little man. Try this: Hold L1 + L2 + R1 + R2 for five seconds at the Main menu. When the Magic Code section appears, hold ⊗, then change the first string of A's into the word "Monstrous."

CRUISIN' FOR BRUISIN'

I rented *Black & Bruised*. It's really fun! I'm thinking about renting it again. Can you help me quickly unlock all the boxers?

Linda Leah
Rockville Centre, NY

Sure. Try this code: ⊗, ◎, ▢, ▢, R1, R1, ▢, ◎, ⊗

GAME	PUBLISHER	SCORE	ISSUE
⑪ **MVP Baseball 2003**	**EA Sports**	★★★½	**67**

As our baseball-doubting British editor-in-chief would say, "Bloody 'ell! Why are these blokes wearing pajamas?!" Then he'd enter the following names for the following cheats.

Bat Will Always Break	Keegn Patersn Jacob Patersn Ziggy Patersn
Guaranteed Home Run	Erik Kiss

GAME	PUBLISHER	SCORE	ISSUE
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
My Street	Sony CEA	★★★	67
Myst III: Exile	Ubi Soft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
NBA 2K2	**Sega Sports**	★★★★★	**53**
NBA 2K3	**Sega Sports**	★★★★★	**63**
NBA Hoopz	Midway	★★★	44
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
NBA Live 2003	EA Sports	★★★★	63
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
② **NBA Street Vol. 2**	**EA Sports Big**	★★★★★	**68**

Want to unlock the phattest jerseys and ballers, but don't want to work your way through all of the game modes? You so lazy. Try this:

- Go to Play It, then to Pick Up Game.
- Name yourself and choose a team.
- At My Rules, spot yourself 10 points and play to 11.
- Score one bucket and you'll win.
- Win five, 10, and 15 games in a row to start the unlockables rolling in.

GAME	PUBLISHER	SCORE	ISSUE
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	**EA Sports**	★★★★★	**60**
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
Need for Speed: Hot Pursuit 2	**EA Games**	★★★★★	**62**
NFL 2K2	**Sega Sports**	★★★½	**52**
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39

We actually *do* like him when he's angry.

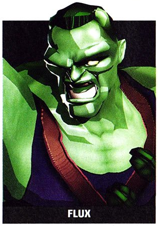
LOU FERRIGNO
He plays the head of security in the new film, and was the Hulk in the original TV series.

THE HULK

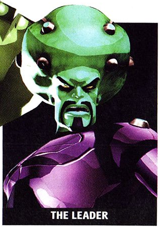
A smash-tastic guide to surviving and defeating the game's bosses

HALF-LIFE

MADMAN


FLUX

RAVAGE


THE LEADER

General Tips

SMASH LEVELS

- Don't feel obligated to destroy all the bad guys. Often, you can just flee through the level—baddies don't usually follow you from room to room.
- Jumping is a fast way to get through rooms and levels.
- Build up your Rage meter. Rage attacks come in real handy.
- The best Rage attack is the Super Overhead Smash. It can wipe out many machines and enemies—even gamma creatures—in a single blow.
- Don't underestimate the power of the grapple. It's especially useful against Madman, Flux, and Ravage.
- Chemical barrels and other objects that explode on contact are some of your best weapons. Use them.
- When it comes to shooting and projectiles, your enemies have a Three Stooges–like quality. For example, try standing between two tanks. They'll both shoot at you. Simply jump out of the way and watch them hit each other!
- It's also easy to dodge enemy shots, although it can get a little intense when lots are coming your way.

STEALTH LEVELS

- Take your time and be patient. A time limit would make things more interesting, but the fact is, there isn't one.
- Use the L1 button to look around a lot. Guards are sometimes out of your regular line of sight, so it's helpful to scope the area first.
- That said, the guards' line of sight appears to be very limited, so don't worry about being detected if a guard is far away down a corridor. It may seem like he can see you, but he can't.
- Timing is everything. You really want to wait until guards aren't around a certain area or until they're past you. You can often sneak behind them—they won't turn around.
- If you're detected, you can sometimes run away and the guard will forget you're there and go back to his business. According to the game manual, you can freeze and the same thing will happen, but we didn't see that.

Half-Life

This is your first boss, and he's a doozy. Half-Life is a gamma being who has the ability to suck Hulk's life force like a leech by merely touching him. So...avoid him! Don't let him touch you—and don't touch him. Direct punches and similar attacks will only hurt you.

There are lots of items to throw at Half-Life, but be careful: He's fast. Run or jump away to one of the corners, grab what you can find, and throw or swing it at Half-Life: Pipes, forklifts, crates, and chemical barrels can be effective as long as you have enough time to throw them. Smash the four generators to grab pipes from them.

Try this: With pipe or crate in hand, maneuver Half-Life so he's in front of one of the generators. Take a swing or throw your item at him and he should go flying into the generator. That will hurt him really bad.

Madman

Madman wants to turn Betty into a gamma beast, and only Hulk can stop him. Your first priority is to destroy the four consoles before Betty transforms. Then, be sure to dodge Madman's long-range attacks (not to mention the pesky guards out to get you). He's no faster than you, so you shouldn't have much trouble grabbing him with ◎ or slamming down hard on him from the air.

Flux

Gulp! Flux might seem like a goofy Army sergeant gone gamma bad, but he won't be easy to beat. Aside from calling you "darlin'" a lot, his powers include super strength and speed and several dozen grenades. Note that the grenades have a delay and won't explode on impact.

Forget about Flux for now. First, knock out the three generator consoles. Flux will be on you hard, so try this: Knock him away, then run/jump to a console and punch it once or twice. Flux should throw a grenade at you while you're in the doorway. Get out. The grenade will explode, and it will help destroy the console. When you take on Flux, use the Grab function a lot and then do a Double Slam.

Ravage

Perhaps more than any other boss fight in the game, this is a true grudge match. Just like Hulk, Ravage slams the ground hard, causing stalactites and other debris to fall on you. However, the debris left behind can also be used to throw at him and cause some major damage! You might also try the occasional Thunder Clap to get in close enough for a slam, but keeping your distance is the best strategy.

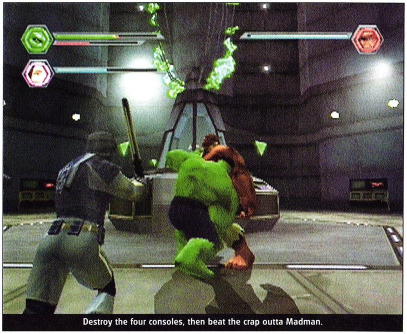
The Leader

In this final boss battle (well, sort of final), you have to first get past the Leader as Banner. It's not as difficult as it sounds—it's really a game of anticipation. Get a feel for where the Leader is going to teleport next and go the opposite way. Once you've activated a console with △, run away from it as quickly as you can. Just stay out of the Leader's range—you'll be OK until you reach the orb at the end of the corridor.

You're the Hulk now. This is pretty much dodgeball. Watch the Leader—he usually gives a visual hint showing what he's about to do. Use it to get out of his way. When he does the continuous beam attack, stick yourself in a corner of the elevator—you won't get hit.

Zoiks! There are four of them! Not really. Just dodge the duplicates' shots and then hit them hard at the earliest opportunity (powered-up jump attacks work particularly well!). The duplicates usually disappear with one or two hits.

In the second round of this battle, some gamma guards appear, which just makes knocking up the Leader's noggin that much harder.


Destroy the four consoles, then beat the crap outta Madman.

Write us at opm@ziffdavis.com and tell us how you liked the movie and the game.

OVERHEARD "Dr. David Banner, physician, scientist, searching for a way to tap into the hidden strengths that all humans have. Then an accidental overdose of gamma radiation interacts with his unique body chemistry. And now, when David Banner grows angry or outraged, a startling metamorphosis occurs. The creature is driven by rage and pursued by an investigative reporter."

GAME	PUBLISHER	SCORE	ISSUE
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Primal	Sony CEA	★★★★	68
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Rayman 2: Revolution	**Ubi Soft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubi Soft	★★★½	67
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reign of Fire	Bam	★★★½	63
Resident Evil–Code: Veronica X	**Capcom**	★★★★½	**48**
Resident Evil: Dead Aim	Capcom	★★★½	70
⑩ **Return to Castle Wolfenstein**	**Activision**	★★★½	**71**

Keep an eye out for secret areas. See what you can find yourself, and we'll be back next month with a full rundown.

GAME	PUBLISHER	SCORE	ISSUE
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Line: Armored Core	Agetec	★★★½	70
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
The Sims	EA Games	★★★★	65
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55

GAME	PUBLISHER	SCORE	ISSUE
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
⑭ **SOCOM: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**60**

SAY IT, DON'T SPRAY IT

Utter these commands into the headset for some timely aid.

"Bravo defuse bomb."	Point your crosshairs on a bomb and this will automatically defuse it.
"Bravo open door."	Point your crosshairs at a door and this will unlock it.
"Breech, bang, clear."	Point your crosshairs at an open room and all your squad members will toss grenades inside.
"Team low profile."	Your squad will get all stealthy.

GAME	PUBLISHER	SCORE	ISSUE
Soldier of Fortune	Majesco	★★★	52
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Speed Kings	Acclaim	★★★★	70
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
④ **Splinter Cell**	**Sony CEA**	★★★★½	**68**

Go anywhere, do anything—why not? You're a splinter cell, after all. Use these keypad codes if you get into a jam.

MISSION	LOCATION	
TRAINING	Keypad Door	28469
1 - POLICE STATION	Balcony Door	091772
4 - CIA HQ	Technical Services Room	7687
	Generator Backup Room	110598
	Storage Room	2977
	Main Server Room	2019
	Weapons Testing Department	110700
	West Entrance to Information Retrieval	0614
5 - KALINATEK	Security Door	97531
	Archives Department	33575
	Back Door on Third Floor	1250
6 - NUCLEAR POWER PLANT	Cooling Rod Control Room	560627
	Door to Maintenance Shaft	151822
	Maintenance Shaft	795021
8 - ABBOTOIR	Door to Ceiling	770215
9 - CHINESE EMBASSY	Door to Hall	1423
	Door at Back of Warehouse	1456
	Door to Elevator	7921
	Door to General Keirong's Office	1836
10 - PRESIDENTIAL PALACE	Garden Gate	2126
	Door to Corridor	70021

GAME	PUBLISHER	SCORE	ISSUE
Spy Hunter	**Midway**	★★★★½	**50**
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports BIG**	★★★★★	**38**
SSX: Tricky	**EA Sports BIG**	★★★★★	**52**
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars The Clone Wars	LucasArts	★★★	65
Star Wars Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63

REPLAY FORUM

GTA: VICE CITY: SCARFACE-STYLE

This secret will let you find the bloody bathroom scene from *Scarface* and a nice new chain saw.

- Go to the Pay N' Spray in Ocean Beach.
- Go south and take the first left. To your left, you'll see a two-story apartment with two sets of stairs on the second floor.
- Get out of your car and go up the stairs to the right. You'll see a black bar where a door should be.
- Go through the black bar. It'll say you entered apartment 3C, a two-room apartment.
- Now enter the bathroom. There will be bloody handprints on the walls, just like in *Scarface*. You'll also find a chain saw.

This is a nice little goodie for those who have seen the film or anyone looking for a good weapon at the beginning of the game.

Michael W.
ghettoblastin2002@yahoo.ca

This rules, Michael! We figured we'd find some of these types of things, but we never did. You rock.

OPM'S HIDDEN MESSAGES

On the plastic cover of *OPM* Issue #66, it says: "Search for hidden messages in Replay!" Hidden messages for what? Just curious!

joeandkelley@attbi.com

We're talking about those tiny-fonted messages in the margins. They're not on every page, but boy are they hidden!

GAME	PUBLISHER	SCORE	ISSUE
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
Tom Clancy's Ghost Recon	Ubi Soft	★★★½	65
Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
Tony Hawk's Pro Skater 4	**Activision**	★★★★★	**63**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsugunai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unlimited Saga	Square Enix	★★	70
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
Wakeboarding Unleashed	Activision	★★★★½	70
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE Crush Hour	THQ	★★½	68
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38

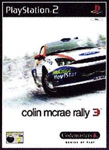
IT'S NOT REAL
This may look like an actual car, but it's not. It's a render from *Midnight Club II*.

ESSENTIAL RACING GAMES

Must-have car games to fuel your need for speed

Colin McRae Rally 3

★★★★★ **MSRP:** $49.99

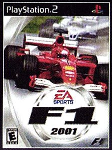


Still an acquired taste for us yanks, but the rest of the world has been crazy about rally racing for years. The cars are ones you see on the road every day, but they're driven at ludicrous speeds and hurtle sideways around corners—what's not to like? *CMR3* is the best the sport has to offer on PS2. If you're passionate about cars, you need to check it out.

QUICK TIP
Listen to your co-driver. It's not just a cool sound effect; he's telling you important stuff. Like the numbers he assigns for the severity of the bends—anything under a five or six doesn't require you to apply the brakes. That'll save you valuable seconds.

F1 2001

★★★★★ **MSRP:** N/A

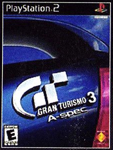


As *F1 2001* is arguably still the best of EA Sports' Formula 1 games, you're going to have trouble tracking down anything but a used copy. If you ever see it in the bin at EB, pick it up. The stats, cars, and drivers are out of date, but the graphics and driving dynamics are possibly the best this particular genre has ever seen.

QUICK TIP
It sounds obvious, but **be aware of your brakes and your acceleration**. An F1 car hits crazy speeds almost as soon as you hit the throttle, and you need to burn that off quickly in order to take a bend. The cars' grip means you can't slide them around a corner—you have to **go in wide, brake, cut across the apex of the curve, and hit the power as soon as possible on the way out.** There is no coasting through the curves in this game—it just doesn't work.

Gran Turismo 3: A-Spec

★★★★★ **MSRP:** $29.99

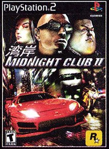


No, we *still* don't know why it's subtitled *A-Spec*. Oh well. At a penny under 30 bucks, this is an absolute bargain. It's still the best all-around driving game on any system, and possibly the only game on PS2 that will actually make you better at the real thing. Hook it up with Logitech's fantastic Driving Force controller and you'll be in gearhead heaven. If you don't already own this game, then you clearly don't like cars. Or videogames.

QUICK TIP
Completely **upgrade a Mitsubishi Evo and then finish the Super Speedway Endurance race** (it's a long-ass race—over an hour). You'll win 200,000 credits and the F090/S Indy car, which is absolutely awesome—it's very fast and handles like a dream.

Midnight Club II

★★★★★ **MSRP:** $49.99



Rockstar's *MC2* surprised us all a few months ago by being infinitely superior to its predecessor and possibly one of the most exciting (and difficult) racing games out there. Not only is the single-player game an absolute blast, but the online modes are also exactly what you want from this sort of street-racing game. Log on and pretend you're in *2 Fast 2 Furious*.

QUICK TIP
At the Main menu, highlight Options mode. Press ↓ and then press ← or → until Option: Cheat Codes is highlighted. Press ⊗, then **enter "theCollector"** (no quotes, and the code is case sensitive) **to unlock all the cars** in Arcade mode.

Need For Speed: Hot Pursuit 2

★★★★★ **MSRP:** $49.99

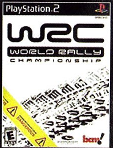
PlayStation 2
NEED FOR SPEED
HOT PURSUIT 2

The predecessor to this month's cover game, and still one of the finest racers out there. Where *GT3* is a good all-arounder, and *MC2* is an exciting street racer, *NFS* carves out its niche by offering the best feeling of cruising in a fast and expensive automobile. Flooring the gas in a Lamborghini Murcielago is one of the most satisfying things anyone into cars could experience.

QUICK TIP
At the Main menu, press L1, L2, →, △, L2. If you enter the code correctly, a message will appear and you'll **unlock the *NFS* edition of the Dodge Viper GTS.**

WRC: World Rally Championship

★★★★★ **MSRP:** $49.99



If you ever see a copy, snap it up. This was a big hit in Europe (and has since seen a sequel, with another on the way), but distribution in the United States was very limited—Bam distributed only a sparse number of copies here. But it's well worth checking out. Arguably more of a hardcore rally game than even *CMR3*, this is definitely something for those of you who take things very seriously.

QUICK TIP
For better acceleration and maximum speed, choose the Extra option at the Main menu, and then choose Codes and enter EVOPOWER.

95.22 mil. The worldwide installed base of PS1. That's a lot of PlayStations!

GAME	PUBLISHER	SCORE	ISSUE
❼ **X2: Wolverine's Revenge**	**Activision**	●●●	**69**
So, it ain't enough to be a mutant with special healing powers? How sad. Looks like you need some of *OPM*'s special brand of love			
UNLOCK ALL LEVELS	△, ○, △, □, △, ○, L1 + R1		
UNLOCK ALL COSTUMES	△, ○, △, □, □, □, L1 + L2		
UNLOCK ALL CEREBRO FILES	△, ○, △, □, □, □, R1 + R2		
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	●●●●	66
Yanya Caballista: City Skater	Koei	●●●◐	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	●●◐	67
Zapper	Infogrames	●●◐	64
Z.O.E: Zone of the Enders	Konami	●●●●◐	44
Zone of the Enders: The 2nd Runner	Konami	●●●●◐	68

PS1 TRICKS AND REVIEW ARCHIVE

GAME	PUBLISHER	SCORE	ISSUE
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◐	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	**Sony CEA**	●●	**15**
Ace Combat 2	**Namco**	●●●●●	**1**
Ace Combat 3: Electrosphere	Namco	●●●	31
Aces of the Air	Agetec	◐	64
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Air Hockey	Mud Duck	●●●◐	70
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◐	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◐	4
Alundra 2	Activision	●●●	32
The Amazing Virtual Sea-Monkeys	Conspiracy	●◐	66
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◐	37
Ape Escape	**Sony CEA**	●●●●●	**22**
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◐	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◐	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◐	3
Armored Core: Master of Arena	Agetec	●●◐	31
Armorines: Project S.W.A.R.M.	Acclaim	◐	35
Army Men 3D	**3DO**	●●●	**20**
Army Men: Air Attack	3DO	●●●●	27
Army Men: Air Attack 2	3DO	●●●◐	39
Army Men: Green Rogue	3DO	●◐	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◐	40
Army Men: World War	3DO	●◐	34
Army Men: World War - Final Front	3DO	●◐	45
Army Men: World War - Land, Sea, Air	3DO	●◐	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	**Activision**	●●●◐	**16**
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Austin Powers Pinball	Gotham Games	●●	64
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◐	15
Ball Breakers	Take 2	●●●◐	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◐	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◐	39
Batman: Gotham City Racer	Ubi Soft	●◐	46
Battle Hunter	Agetec	●◐	48
Battletanx: Global Assault	3DO	●◐	31
Beast Wars	Hasbro	●◐	5
❹ **Beyblade**	**Crave**	●◐	**66**
As if you really want that blade to keep spinning...here's a trick to prolong this agonizing game. Hit ○ + △ (instead of ⊗) when you launch your blade. Whee!			
Big Air	Accolade	●◐	20
Big Bass Fishing	Take 2	◐	58
Big Ol' Bass 2	Konami	●●◐	45
Big Strike Bowling	Gotham Games	●●●◐	68
Billiards	Agetec	●●◐	45
Bio FR.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◐	41
Blast Lacrosse	Acclaim	●●◐	48
Blast Radius	Psygnosis	●●●◐	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◐	8
Blockids	Natsume	●●◐	69
Bloody Roar	Sony CEA	●●●◐	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◐	19
Bomberman Party Edition	Vatical	●●◐	38
Bomberman World	Atlus	●●◐	13
The Bombing Islands	Kemco	●●◐	47
Boombots	SouthPeak	●●◐	27
Bottom of the 9th '97	Konami	●●●◐	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Bratz	Ubi Soft	n/a	n/a
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◐	9
Breath of Fire IV	Capcom	●●●◐	40
Brigandine	Atlus	●●●◐	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◐	27
Brunswick Circuit Pro Bowling	THQ	●●●◐	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny: Lost In Time	Infogrames	●●●◐	23
Builder's Block	Jaleco	●●●◐	35
Burstrick Wake Boarding!!	Natsume	●◐	45
Bushido Blade 2	Square EA	●●●◐	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◐	39
C: The Contra Adventure	Konami	●◐	12
c-12: Final Resistance	Sony CEA	●●◐	58
Caesar's Palace 2000	Interplay	◐	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◐	60
Card Games	Agetec	●◐	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◐	3
Casper: Friends Around the World	Sound Source	●◐	41
Castlevania Chronicles	Konami	●●●◐	50
Castlevania: Symphony of the Night	**Konami**	●●●●●	**2**
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	●●●	41
Championship Motocross Feat. Ricky Carmichael	THQ	●●●◐	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◐	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◐	29
Chrono Cross	**Square EA**	●●●●●	**36**
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◐	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◐	28
Colin McRae 2.0	**Codemasters**	●●●●●	**40**
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	**Psygnosis**	●●●●●	**4**
Colony Wars: Red Sun	Psygnosis	●●●●◐	31
Colony Wars: Vengeance	Psygnosis	●●●◐	14
Command & Conquer: Red Alert	Virgin	●●●◐	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam	●	41
Cool Boarders 2	**Sony CEA**	●●●●	**3**
Cool Boarders 3	**989 Studios**	●●●	**14**
Cool Boarders 4	**989 Studios**	●●●	**27**
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◐	32
Covert Ops: Nuclear Dawn	Activision	●●◐	34
Crash Bandicoot 2	**Sony CEA**	●●●●	**3**
Crash Bandicoot: WARPED	**Sony CEA**	●●●●●	**15**
Crash Bash	SCEA/Universal	●●◐	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	**Fox Interactive**	●●●●	**1**
Croc 2	Fox Interactive	●●◐	22
Crossroad Crisis	Agetec	●◐	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	**Sony CEA**	●●●●●	**26**
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution: Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◐	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◐	43
Dave Mirra Freestyle BMX	Acclaim	●●●◐	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◐	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◐	17
Dead or Alive	Tecmo	●●●●◐	8
Deathtrap Dungeon	Eidos	●●◐	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◐	13
Dexter's Laboratory: Mandark's Lab?	Bam	●●●◐	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◐	55
Digimon World	Bandai	●◐	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◐	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◐	38
Disney's Dinosaur	Ubi Soft	●◐	36
Disney's Treasure Planet	Sony CEA	●●◐	64
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◐	27
Dracula: The Last Sanctuary	DreamCatcher	●●◐	56
Dracula: The Resurrection	DreamCatcher	●●◐	48
Dragon Ball GT	Bandai	●●	4
❶ **Dragon Ball Z: Ultimate Battle 22**	**Infogrames**	●	**69**
Ultimate battle, my ass. Here's your stinking code.			
UNLOCK BONUS CHARACTERS			
At the Title screen, press the following: ⬆, △, ⬇, ⊗, ⬅, L1, ➡, R1			
Dragon Tales: Dragon Seek	NewKidCo	●◐	45

REPLAY FORUM

DARK CLOUD 2: EARLY, EASY MONEY

When you get the fishing rod in Chapter 2, don't go on with the game; instead, stay and fish awhile. Firbit will give you five Mimis at a time.

- Keep fishing until you have 20 fish or your item list is full of fish.
- Go back to the train station and have Eric make six bombs.
- Go to Palm Brinks and sell the bombs and fish. (Twenty fish are worth 1,000 gilda or one gold bar [buy from Borneo at the train]. Each bomb is worth 150 gilda.)
- Go back, get more bait, and fish until your greed is satisfied! (Don't forget to level up your fishing pole with the points you get!)

Steve Newman
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GTA: VICE CITY: NO STINKIN' GRENADES

I found an easier way to beat the last *Vice City* mission than by using grenades (as suggested last issue).

Just go to the Hooker Inn by the airport and get the rocket launcher from the pool. Then drive around for awhile, come back, and grab it again. Repeat this until you get about 10 rockets.

Use the Python revolver on the guys running up the stairs at you and then use the rocket launcher on Vance and Sonny. You don't even have to see Sonny; you can just fire at the stained-glass windows above the door. The blast will kill him.

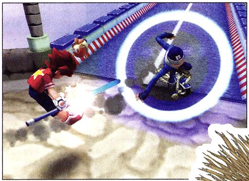
Matt Jablonsky
pattilemay@mailbug.com

MO' MONEY
Want more *Ape Escape 2* coins in a hurry? Go to Casino City and knock out a bunch of slot machines.

APE ESCAPE 2

Don't let those nasty bosses make a monkey out of you!

The toughest part of Ape Escape 2*? Getting walloped by Specter's nasty boss monkeys. No worries, though—we've got some tips to get you started on the first three bosses, as well as the final brutal boss, Specter—straight from publisher Ubi Soft. Warning: This guide has spoilers, so don't read it unless you're really stuck! Now, go get those monkeys!!!*



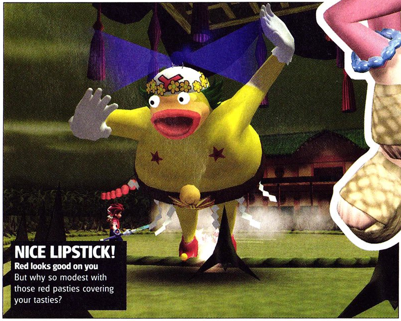
Beat the Blue Monkey

Hit Blue Monkey twice to hurt him. The first time stuns him, the second doles out the damage.
Use the Super Hoop when he charges you. You can also use the Stun Club, but be careful: You have to time it just right or you'll get hit yourself. It's easier to use the Super Hoop—once charged up, you can ram Blue Monkey anytime without getting damaged.
Stay off the walkways when they're red. Otherwise, you'll fall off.
Nab him with your Net. Once Blue Monkey is finished, switch to your Monkey Net and catch him!

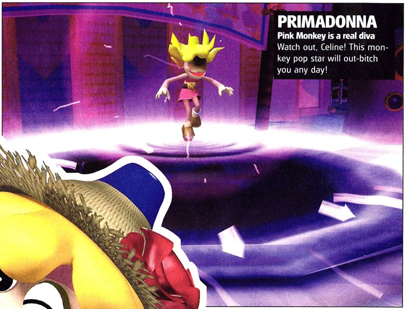
Mellow the Yellow Monkey

Keep your distance. Stay on the edge of the ring, far from Yellow Monkey. Eventually, he'll charge you. Dodge his attack, which will throw Yellow Monkey off balance.
Whack his monkey ass. Before he regains his balance, smack Yellow Monkey's rump so he'll fall into the spikes.
Don't get shocked. Once Yellow jumps back in, he'll create a shock wave you must jump.
Avoid the falling foes. After the first few damage attacks, Yellow Monkey will try a new strategy—pounding on a post, making objects fall. These include enemies you can destroy, possibly gaining coins and cookies as a result. Watch the shadows on the ground; they indicate where these objects will land.
Let him go. You won't be able to catch Yellow Monkey yet, but you'll have another chance later....

Wanna play as Spike, the original monkey catcher from the first game? Once you catch all 300 monkeys, you can start over as Spike, complete with every gadget unlocked!



NICE LIPSTICK!
Red looks good on you
But why so modest with those red pasties covering your tasties?



PRIMADONNA
Pink Monkey is a real diva
Watch out, Celine! This monkey pop star will out-bitch you any day!

Pummel the Pink Monkey

Hop on the flower beds to reach Pink Monkey. Once you land on one, immediately hit the bombettes; otherwise, they'll blow up and destroy the beds, and it'll take longer to reach the stage.
Avoid the hearts Pink Monkey shoots out. They can stun you.
Once you reach Pink Monkey, stun her with your Stun Club. The speakers will eventually blast you back to where you started. You'll have to do this two more times.
Get ready for round two! After you stun her three times, sweet Pink Monkey shows her true nature. Avoid large objects she tosses at you and destroy the bombettes if you need coins and cookies.
Double jump to avoid the electrical fields. But to avoid the last field, you'll need the Sky Flyer to stay airborne.
Crash the stage. After every attack, Pink Monkey lets her shield down. This gives you a chance to jump on the stage, stun her, and catch her.

Showdown With Specter

Cymbal-Crashing Monkey isn't too hard. When it uses the large beams, make sure to crawl to the end of them. After it shoots the beams, the robot is open to attack. Attack the large button on its stomach when it's green. Do this three times and you have to face Ultra Goliath.
Ultra Goliath has a series of deadly attacks. One is a ball of energy that hits the center of the platform, creating a massive shockwave. Use the Sky Flyer, preferably near the center of the platform, to avoid the shockwave. After he attacks, Ultra Goliath has to regenerate. This is your chance to use the Electromagnet to pull off the metal plate on its chest. After lifting the plate and exposing Specter, hit him with your Stun Club. Do this five times to win the battle and defeat Specter, but...

It Ain't Over Till It's Over

After beating Specter, the credits roll and you have the option to save your game. Do it. In the Title menu, select Continue or load the saved game; you'll get the scoop on some monkeys that are still out there in need of being nabbed by your net. You'll get a viewer to spot these new hidden monkeys, plus a new gadget. Don't let any of those cheeky monkeys slip by you!

★★★★★ Average score of all the *Gran Turismo* games.

GAME	PUBLISHER	SCORE	ISSUE
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	★★★★	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	★★★½	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	★½	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
The Emperor's New Groove	SCEA	★★★½	40
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubi Soft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21
Fighting Force	**Eidos**	★★★	**3**
Fighting Force 2	Eidos	★★	29
Final Fantasy Anthology	Square EA	★★★★½	26
Final Fantasy Chronicles	Square EA	★★★★	47
② **Final Fantasy Origins**	**Square Enix**	★★★½	**67**

Wanna build up your hit points real quick in Final Fantasy II? Wander around outside a town, get into random battles with easy enemies, then attack your own characters. The more HP you lose, the greater chance you'll be given an HP boost in return.

GAME	PUBLISHER	SCORE	ISSUE
Final Fantasy Tactics	**Sony CEA**	★★★★	**5**
Final Fantasy VII	**Sony CEA**	★★★★★	**1**
Final Fantasy VIII	**Square EA**	★★★★★	**25**
Final Fantasy IX	**Square EA**	★★★★★	**39**
Fisherman's Bait	Konami	★★★½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	★★★	27
Flintstones Bedrock Bowling	SouthPeak	★	37
Ford Racing	Empire	★★½	44
Formula 1 '98	**Psygnosis**	★★★★	**15**
Formula 1 '99	Psygnosis	★★★½	28
Forsaken	Acclaim	★★★★	10
Fox Sports Golf '99	Fox Interactive	★★	11
Fox Sports Soccer '99	Fox Interactive	★★½	11
Freestyle Boardin' '99	Capcom	★★½	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	★★½	40
Frogger	**Hasbro**	★★½	**4**
Frogger 2: Swampy's Revenge	Hasbro	★★★	38
Front Mission 3	Square EA	★★★★½	31
Future Cop L.A.P.D.	Electronic Arts	★★★	13
G-Police	Psygnosis	★★★★½	3

GAME	PUBLISHER	SCORE	ISSUE
G-Police 2	Psygnosis	★★★★	25
G-Darius	THQ	★★★★	13
Galaga: Destination Earth	Hasbro	★★½	39
Galerians	Crave	★★★	33
Gallop Racer	Tecmo	★★½	28
Gauntlet Legends	Midway	★★½	32
Gekido	Interplay	★★★	34
Gekioh: Shooting King	Natsume	★★★½	67
Gex: Deep Cover Gecko	Eidos	★★★½	20
Gex: Enter the Gecko	Midway	★★★½	7
Ghost in the Shell	THQ	★★★★	4
Glover	Hasbro	★★	28
Gold and Glory: The Road to El Dorado	Sony CEA	★★	42
Gran Turismo	**Sony CEA**	★★★★★	**9**
Gran Turismo 2	**Sony CEA**	★★★★★	**29**
Grand Theft Auto	**Take 2**	★★½	**10**
Grand Theft Auto 2	Rockstar	★★★	27
Grand Theft Auto: London 1969	Rockstar	★★½	22
Grand Tour Racing '98	Activision	★★★	1
Grandia	Sony CEA	★★★★½	26
Granstream Saga	THQ	★★★	10
The Grinch	Konami/Universal	★½	39
Grind Session	Sony CEA	★★★★	34
Grudge Warriors	Take 2	★★	34
Guardian's Crusade	Activision	★★★	19
Gubble	Mud Duck	½	68
Gundam Battle Assault 2	Bandai	★★★★	62
Gunfighter: The Legend of Jesse James	Ubi Soft	★★½	52
HardBall '99	Accolade	★½	15
Harry Potter and the Sorcerer's Stone	EA Games	★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubi Soft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
③ **InuYasha**	**Bandai**	★★★	**68**

UNLOCK ALL CHARACTERS (except Totosai)

⬆, ➡, ⬇, ⬅, ⬆, ➡, ⬇, ⬅

UNLOCK TOTOSAI

⬆, ⬆, ⬇, ⬇, ⬅, ⬅, ➡, ➡, ⬆, ⬅, ⬇, ➡, ⬆, ⬅, ⬇, ➡

UNLOCK DEMON INUYASHA

⬆, ⬆, L1, L1, ⬇, ⬇, R1, R1

GAME	PUBLISHER	SCORE	ISSUE
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26

REPLAY FORUM

TONY HAWK 4: SCORING MILLIONS

- Go into the Park Editor and select Pool Parts.
- Select Outside Corner and place four corners together so they form a kind of pyramid.
- Go to Gap Placement Piece and put a gap in between each piece of the outside corner. (If you do this correctly, you will be able to ride up and circle around the pyramid in midair, thus activating the gaps.)
- Place a few gaps as close as possible around your level with the Gap score 700 (the highest).

When you play your level, you should be able to ride up, circle around the gaps, revert off, and repeat. I got somewhere between 90 and 130 million every time!

Axx Dunmire
WickedAx@msn.com

NBA STREET VOL. 2: SUPER OOP!

I was playing *Vol. 2* and passed the ball off my defender's head when my teammate went up for a dunk! Have you guys ever seen anything that cool before?

Ross Neglia
bellend999@aol.com

What's cooler is kicking the ball (press R3) and turning it into an alley oop.

WINNING ELEVEN 6: MY GEEZERS

I created my friends while playing this. Why don't you guys create Team *OPM*?

Ben Mainwaring
benman@mental.com

We have. C-Bake and Zuni pack a punch!

GAME	PUBLISHER	SCORE	ISSUE
Jigsaw Madness	XS Games	★★	70
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★½	39
Largo Winch .//Commando Sar	Ubi Soft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	**25**
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	**2**
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	**2**
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	★★★★½	49
Madden NFL 2003	EA Sports	★★★★	62
Marble Master	Conspiracy	★★½	69
Martian Gothic: Unification	Take 2	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal Of Honor	**Electronic Arts**	★★★★	**27**
Medal Of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men in Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	★★★★★	**14**
Metal Gear Solid: VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28

FROM THE TEAM THAT BROUGHT YOU ARC...
Even though it only scored ★★★, *Tsugunai: Atonement* is worth checking out for fans. You may spot a few similarities.

ARC THE LAD: TWILIGHT OF THE SPIRITS

Tips to get you started on Sony's new RPG

As we said in our review last month, Twilight of the Spirits *may not be the perfect RPG, but it's the perfect RPG for this summer. Play it and you'll likely agree. But to get the most of your adventure, try using some of these helpful tips.*

Basic Battle Tactics

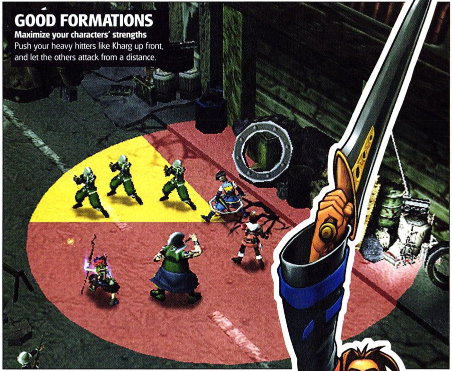
- Be very aware of your characters' attack ranges and position them in relationship to enemies accordingly.
- Position allies on the edge of their attack ranges so as to avoid moving too far into enemy attack ranges.
- **Lure enemies close together** and then use Maru's arrows to attack them all at once. Also, with characters that have wide attack ranges (like Kharg) or long attack ranges (like Paulette), try to line up enemies so you can **strike multiple foes with a single attack**.
- Don't stand too close to allies, so as to avoid multiple allies being hit with a single enemy attack.
- When using physical attacks, **attack enemies from the side and back to inflict more damage**; they have the most defense in the front.
- Similarly, position allies so enemies can only attack them from the front, rather than the rear or side since your best defense against physical attacks is when directly facing the enemy.
- **Attack bushes, trees, barrels, boxes, and crates to find hidden items.** Pick up all items on the battlefield so you don't have to buy them later.
- If you press the ○ button and position the cursor over enemies during battles, you can check the status of each of them. Don't forget to frequently use the R1 button to check your attack range.
- Remember to use the Battle menu before starting a battle to make sure everyone has a full allotment of Spirit Stones and health.
- **Buy Stone Holders to increase the maximum Spirit Stones a character can carry.** Use spells or items to raise party members' tension for powerful combination attacks.
- Use the Steal spell frequently on enemies to get ahold of items that are otherwise hard to find.

Character Traits and Attacks

- **Do the most attacking with the character whose stats you want to build** up the fastest.
- Kharg is the heaviest hitter and should be positioned close to enemies to be most effective.
- Paulette, with her sling, should be positioned farther back, and Maru even farther. **Stay an appreciable distance away from enemies when attacking with Maru** to maximize his range and avoid counterattacks.
- Use Kharg or Darc's Raise Spirits spell or Maru's Psyche Up Charge to raise characters' tension meters so they can perform powerful combination attacks more frequently during battle.
- Make sure to build up Maru to get the Steal level 2 spell.
- **Maru's Venom Arrow is one of the most useful skills** early in the game. It poisons enemies, reducing their life with every turn, and it can affect multiple enemies at once. Make sure to try to attack grouped enemies with the Venom Arrow to maximize its effectiveness.

Special Tips as You Go

- Talk to the man on the second floor of the tavern in Yewbell to start the Spirit Dictionary quest.
- **After Darc wakes up in the desert, don't immediately proceed to the church ruins!** Go back to the nearby town to stock up on healing items first.
- After Geedo dies, open his chest to start the Ancient Tablet quest.
- Complete the battle arenas to win special items and hidden characters.
- Buy extra lenses for the Big Owl and extra food for the Pyron; **combining different foods and lenses creates different types of attacks**.
- During the Dragon Quest, **kill the Gold Dragon first** for the best item.
- As Kharg, get items by finding Diekbeck's imposters in the Parenz Ruins and answering questions in Peisus. In the ruins, say that the man's an imposter to get an item. In Peisus, you acquire items according to the number of your correct answers.
- During the Lakelta brothers battle inside the volcano, **kill Tsee and Tsaw first to acquire weapon items**.
- Try stealing from Densimo, Tatjana, Darkham, and the Altimas to acquire weapons and accessories.


GOOD FORMATIONS
Maximize your characters' strengths
Push your heavy hitters like Kharg up front, and let the others attack from a distance.

TARGET
LV 10
Darc
ATT 37
DEF 23
HP
EXP
TNS
160 / 176
60 / 70
Stock up on healing items before you go to the church!

LV 9
Kharg
ATT 42
DEF 23
HP
EXP
TNS
130 / 155
Keep your healing characters close at hand.

HE-MAN?
By the power of Grayskull
Kharg has the power.

You know the world is insane when the best rapper is a white guy, the best golfer is a black guy, and a human willingly gets it on with a Deimos.

13,000 The average number of people that are playing *SOCOM* online, right now.

NUDE CODES
The first ever nude code in a game was in Naughty Dog's *Rings of Power* for Sega Genesis.

GAME	PUBLISHER	SCORE	ISSUE
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◐	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLB 2003	Sony CEA	●●●●	60
MLB 2004	Sony CEA	●●●●◐	70
MLB Bottom of the 9th 99	Konami	●●●◐	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Mobile Armor	Agetec	●	70
Mobile Light Force	XS Games	●●●◐	69
Monaco Grand Prix	Ubi Soft	●●●◐	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	**Hasbro**	●●●	**5**
Monster Bass!	XS Games	●●	70
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◐	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◐	41
Monster Seed	Sunsoft	●●◐	20
Monsters, Inc.	Sony CEA	●●●◐	51
Mort the Chicken	Crave	●◐	41
Mortal Kombat: Special Forces	Midway	●◐	36
Mortal Kombat 4	**Midway**	●●●◐	**11**
Mortal Kombat Trilogy	Midway	n/a	n/a
Moto Racer	**Electronic Arts**	★★★★★	**3**
Moto Racer 2	Electronic Arts	●●●●◐	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◐	14
Mr. Domino	Acclaim	●●●◐	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◐	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◐	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◐	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	●●◐	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics 98	Konami	●●	6
❺ **Namco Museum Vol. 3**	**Namco**	**n/a**	**n/a**
Did you know that Dig Dug is Mr. Driller's dad? Seriously, it's true!			
NASCAR 98	**EA Sports**	●●●●	**3**
NASCAR 99	**EA Sports**	●●●●	**14**
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◐	38
NASCAR Heat	Hasbro	●●●◐	40
NASCAR Rumble	Electronic Arts	●●●◐	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak 98	Midway	●●◐	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone 98	Konami	●●◐	7
NBA In the Zone 99	Konami	●●●◐	19
NBA In the Zone 2000	Konami	●●◐	28
NBA Live 98	EA Sports	●●●●◐	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◐	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◐	53
NBA ShootOut 98	Sony CEA	●●●◐	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◐	39
NBA ShootOut 2002	Sony CEA	●●●◐	50
NBA ShootOut 2003	Sony CEA	●●●◐	63
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four 99	989 Studios	●●●◐	18

GAME	PUBLISHER	SCORE	ISSUE
NCAA Final Four 2000	989 Studios	●●●◐	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◐	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◐	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◐	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	**Electronic Arts**	●●●●	**8**
Need for Speed: High Stakes	**Electronic Arts**	●●●●◐	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◐	33
Need for Speed: V-Rally	Electronic Arts	●◐	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◐	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	**Midway**	★★★★★	**13**
NFL Blitz 2000	**Midway**	★★★★★	**24**
NFL Blitz 2001	Midway	●●●◐	38
NFL GameDay 98	**Sony CEA**	★★★★★	**1**
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	989 Studios	●●●●	25
NFL GameDay 2001	989 Studios	●●◐	37
NFL GameDay 2002	Sony CEA	●●	49
NFL GameDay 2003	Sony CEA	●●●●	62
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◐	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◐	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	**Sony CEA**	★★★★★	**2**
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◐	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◐	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◐	15
Nuclear Strike	Electronic Arts	●●●●◐	3
O.D.T.	Psygnosis	●◐	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◐	15
Oddworld: Abe's Oddysee	**GT Interactive**	●●●●	**1**
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◐	50
Pac-Man World	**Namco**	●●●●◐	**25**
Pandemonium! 2	Midway	●●●◐	3
Panzer Front	Agetec	●●●◐	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	●●●●	**12**
Parasite Eve II	Square EA	●●●●◐	37
Patriotic PInball	Gotham Games	●●◐	70
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◐	41
PGA Tour 98	EA Sports	●●●	3
Pinobee	Konami	●●	68
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Planet of the Apes	Ubi Soft	●●●	63
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◐	6
Point Blank 2	Namco	●●●◐	20

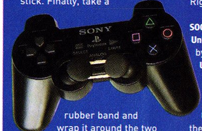
SEQUELMANIA

The sequels came from somewhere

Seven great franchises will be releasing sequels soon. Don't miss out on the backstory! We've even included tricks to help.

GRAN TURISMO 3: A-SPEC

Elasticity Enter the 150-mile Super Speedway endurance race with a high-powered four-wheel drive car (we suggest the Suzuki Escudo). Once that's done, go to the Options screen and set your throttle to left on the right analog stick. Finally, take a rubber band and wrap it around the two analog sticks like we've done in the picture. Now, go clean your apartment, watch dirty videos, or do whatever else you do to kill time. Check back in about an hour and you'll have won the race.



BLITZBALL

TechCopy When trying to TechCopy in Blitzball, press ◎ then ⊗ while TechCopy is flashing.

Cheap Ballers Check the local travel agency for Blitzball players.

JAK AND DAXTER

See the alternate ending by successfully completing the game after collecting at least 100 Power Cells.

Get more Precursor Orbs by beating the giant plant in the Forbidden Jungle, then go back and jump on what looks like the left eye of the plant. An orb will appear. Grab it and repeat.

RATCHET & CLANK

Big head for Ratchet Press Flip Back, Flip Back, Flip Back, Full Second Crouch, Stretch Jump, Full Second Glide.

For Clank Press Flip Back, Hyper Strike, Comet Strike, Double Jump, Hyper Strike, Flip Left, Flip Right, Full Second Crouch.

SOCOM: U.S. NAVY SEALS

Unlock the multiple grenade launcher by beating the game three times.

Use terrorist weapons by beating the game with a rank of Ensign.

SSX: TRICKY

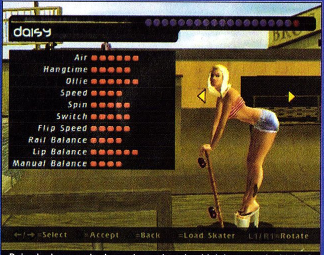
Unlock Mix Master Mike! Go to the main Title screen and hold L1 + R1, then press ⊗, ⊗, ➡, ⊗, ⊗, ⬇, ⊗, ⊗, ⬅, ⊗, ⊗, ⬆. A ping will confirm entry. Select any character and he'll appear on the course.

CAUTION
CAUTION
39 mph
0:03.81

Mix it up with the Master.

TONY HAWK'S PRO SKATER 4

Unlock everything All you have to do is type in "watch_me_xplode" and you'll unlock everything, including the pretty girl in the picture below, voiced by sexy girl/porn star Jenna Jameson.



Daisy looks great in those shorts, but shouldn't her stats be higher?

www.residentevil.com
The official site for the franchise.
Watch out, it asks for your DOB.

NCAA FOOTBALL 2004

Get online and win, win, win!

This is the best NCAA Football game yet. If you haven't played it, you haven't lived! Here are some tips for finding an online league and surviving after the first kickoff.

There are scores of sports nuts out there just like you. Better yet, there are dudes who are even more intense who do all kinds of work to set up leagues. All you have to do is play! Here are a few sites to keep your eyes on.

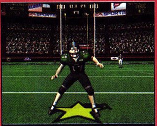
www.fgonline.org
Make sure you go with the .org, or you'll end up studying grain and feed. Once inside the site, go to forums and find NCFGO (National Collegiate Football Gaming Online—we said these guys were serious). As we go to print, this league features 45 teams. Expect more leagues before the college season starts.

www.ncaamania.net
Everything *NCAA Football* is here in a serious way. Look for leagues to join or go to www.maddenmania.com, the host site. You'll find plenty of online smack talk there.

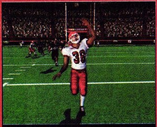
www.operationsports.com
Head to the forums, strike up a few conversations, make some friends, join a league, etc.

Now it's time for some tips. Use these to make your big plays even bigger.

If you don't strafe, you're a dead man. Learn to use R1 right now. Stop reading and go to your PS2 and practice using R1. **The Strafe button will square the tackler's shoulders to the ball carrier.** It's best used for containment. If you're one-on-one with a ball carrier, use it to let your teammates catch up.



Strafing stops the big play.

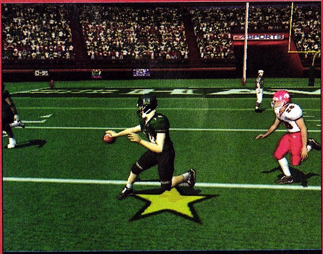


Fair catches aren't all that bad.

When you're running the option, consider running right up the gut with the QB, especially if a defense is stacking one side of the field to cut off the option's effectiveness.

Don't be an idiot; call for a fair catch by pressing △ once in awhile. Risking a fumble isn't worth it!

Hey, you, big faker, when you're playing a CPU opponent and you're rolling out for an option, **give the old fake pitch a try.** Just press L2 and you'll flash the ball, but keep it. The defender will bite, and it'll open up daylight for your QB.



The fake pitch is great!

GAME	PUBLISHER	SCORE	ISSUE
Point Blank 3	Namco	●●●◐	44
Polaris SnoCross	Vatical	●●◐	38
Pong	Hasbro	●●●◐	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◐	21
Porsche Challenge	Sony CEA	●●●◐	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◐	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◐	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◐	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◐	37
Pro Pinball: Fantastic Journey	Empire	●●●◐	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◐	53
Puzzle Star Sweep	Agetec	●●◐	43
Q-Bert	Hasbro	●●◐	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◐	23
R-Types	Ascii	●●●◐	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◐	43
Rage Ball	Agetec	●◐	68
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◐	15
Rampage	Midway	●●◐	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◐	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Helicopter	Agetec	●◐	68
RC Revenge	Acclaim	●●●◐	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	**Midway**	●●●◐	**27**
Ready 2 Rumble: Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◐	3
Reel Fishing	**Natsume**	●●●	**3**
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	**Capcom**	●●●	**2**
Resident Evil 2	**Capcom**	★★★★★	**6**
Resident Evil 2: Dual Shock	**Capcom**	★★★★★	**13**
Resident Evil 3: Nemesis	Capcom	●●●●◐	27
Resident Evil: Survivor	Capcom	●◐	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	●●●	**11**
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power: Team Rocket Rescue	THQ	●◐	51
Rogue Trip	GT Interactive	●●●◐	14
Roll Away	Psygnosis	●●●●◐	13
Rollcage	Psygnosis	●●●◐	19
Rollcage Stage II	Psygnosis	●●●◐	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◐	35
Rugrats: Totally Angelica	THQ	●●●◐	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36

GAME	PUBLISHER	SCORE	ISSUE
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	◐	45
SaGa Frontier	Sony CEA	●●●◐	8
SaGa Frontier 2	Square EA	●●●◐	29
Saiyuki: Journey West	Koei	●●●◐	47
Saltwater Sportfishing	Agetec	●●◐	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◐	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◐	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◐	54
Shadow Madness	Crave	●●◐	19
Shadow Man	Acclaim	●◐	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◐	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shrek: Treasure Hunt	TDK Mediactive	n/a	n/a
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◐	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	**Konami**	●●●●	**18**
Silhouette Mirage	Working Designs	●●●◐	29
Sim Theme Park	Electronic Arts	●●◐	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	●◐	49
Sled Storm	**Electronic Arts**	●●●●	**24**
Small Soldiers	Electronic Arts	●◐	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◐	37
Snowboarding	Agetec	●●	43
Sol Divide	XS Games	●●●	68
Sorcerer's Maze	XS Games	●●●◐	68
Soul of the Samurai	Konami	●◐	24
South Park	Acclaim	●◐	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◐	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◐	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◐	40
Spider-Man	**Activision**	★★★★★	**37**
Spider-Man 2: Enter Electro	Activision	●●●◐	50
Spin Jam	Take 2	●◐	38
SpongeBob SquarePants	THQ	●●	51
Sports Car GT	Electronic Arts	●●◐	21
Spyro the Dragon	**Sony CEA**	●●●●	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	●●●●◐	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	●●●●◐	22
Star Trek: Invasion	Activision	●●●●◐	37
Star Wars Episode I: Jedi Power Battles	LucasArts	●●◐	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	●●●	**25**
Star Wars Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◐	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◐	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Racquetball	Agetec	◐	68
Street Sk8er	Electronic Arts	●●◐	19

16 The age of the *Test Drive* series.

OVERHEARD
Peace out.

GAME	PUBLISHER	SCORE	ISSUE
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44
Stuart Little 2	Sony CEA	★★½	60
Suikoden II	Konami	★★★★	26
Super Bubble Pop	Jaleco	★	68
Super Shot Soccer	Tecmo	★★★½	61
Superbike 2000	EA Sports	★½	32
SuperCross 2000	EA Sports	★½	29
SuperCross Circuit	989 Studios	★★★½	28
Superstar Dance Club #1 Hits!!!	XS Games	★★½	67
Surf Riders	Ubi Soft	★½	35
Sydney 2000	Eidos	★★	38
Syphon Filter	**989 Studios**	★★★★	**18**
Syphon Filter 2	989 Studios	★★★½	31
Syphon Filter 3	Sony CEA	★★★½	52
T'ai Fu	Activision	★½	19
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★½	12
Tail Concerto	Atlus	★★★½	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★½	49
Tarzan	**Sony CEA**	★★★½	**24**
Team Buddies	Midway	★★★½	38
Team LOSI RC Racing	Fox Interactive	★★½	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	★★★★	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubi Soft	★★½	4
Test Drive 4	**Accolade**	★★★½	**3**
Test Drive 5	**Accolade**	★★★½	**15**
Test Drive 6	Infogrames	★★★½	27
Test Drive: Le Mans	Infogrames	★★½	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★½	29
Threads of Fate	Square EA	★★★½	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★½	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★½	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★½	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★½	45
Tomb Raider II	**Eidos**	★★★★½	**4**
Tomb Raider III	**Eidos**	★★★½	**16**
Tomb Raider: Chronicles	Eidos	★★½	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	★★★½	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	★★★★½	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
Tony Hawk's Pro Skater 4	Activision	★★★★	64
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Turnabout	Natsume	★★★★	69
Twisted Metal III	**989 Studios**	★★½	**16**
Twisted Metal 4	**989 Studios**	★★★★	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
UmJammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17
Urban Chaos	Eidos	★★	33
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubi Soft	★★	51
Vigilante 8	**Activision**	★★★★	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might and Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	EA Games	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	★★½	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	★★★★	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27
Worms World Party	Ubi Soft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWF Attitude	Acclaim	★★★★	24
WWF SmackDown!	**THQ**	★★★★½	**31**
WWF SmackDown! 2	**THQ**	★★★★★	**40**
WWF War Zone	**Acclaim**	★★★★	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
Yu-Gi-Oh!: Forbidden Memories	Konami	★½	57

READER REVIEWS

Enter the Matrix at your own risk

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish every one, so keep it short, be witty, and remember that not every game deserves a five-star rating just because you like it!

ENTER THE MATRIX

What you said: "I'm as big a *Matrix* fan as the next guy, and while this isn't a *bad* game, the technical and gameplay flaws bring down the amazing story and concept. While every true *Matrix* fan *must* play this to follow the plot that is intertwined with *Reloaded*, the game feels rough but manages to be fun and entertaining.

However, almost everything about the gameplay is very mediocre—the awkward controls, the subpar graphics and animation (the way Ghost runs is hilarious), and the long load times.

Another neat aspect is the included hacking option, which kept me busy for quite awhile.

> "Technical and gameplay flaws bring down the amazing story and concept [for *Enter the Matrix*]."

Every fan should play this game, as the Wachowskis have created an experience that is just as important to the *Matrix* mythos as the new movie."
Your Score ★★★★

Adam White
CRAZE3800@aol.com

What we said: "Our advice: Take the red pill. And by 'take' we mean 'rent.'"
Our Score ★★★

AUTO MODELLISTA

What you said: "Yes, this game has glitches, but the soft center of gaming nougat lies in the designing segment of this cel-shaded racer. You can take a car from manufacturers like Mazda, Honda, and Shelby. The cars are nicely rendered, but the handling remains virtually the same for *every* car. As for modifying cars, there are hundreds of different combos for each one, from a full-out racer to a highly tuned street machine. If you're looking for a satisfying team racer that's light on the realism, *Auto Modellista* is your new best friend."
Your Score ★★★½

orangecrusader14@netscape.net

What we said: "We cannot handle this game's fundamental inadequacies and thus will be happy to never play the thing again, ever."
Our Score ★★½

AMPLITUDE

What you said: "I guess you could call *Amplitude* just another rhythm game, but it delves much deeper than that. Great artists like Blink-182 and David Bowie make this game what it is.

Remixing songs is a fun little feature, but becomes a bore after awhile. Online play really sweetens the game's value, though. Creating your Freq Avatar is really fun, too, with a wide variety of wacky selections. So play it if you haven't!"
Your Score ★★★★½

Jake Burnham
lazlow112@hotmail.com

What we said: "It's far from perfect, but it's worth a rental—at the very least—for any serious music fan."
Our Score ★★★★

TENCHU: WRATH OF HEAVEN

What you said: "The new graphic style is way better than the 'dry' previous titles, but the game lacks the adrenaline to keep you playing after completing the lame, but nicely done, levels. This is a pure rental. Now that I think of it, the entire game was done with a blindfold on."
Your Score ★★½

MidgetMan2oo2@aol.com

What we said: "*Wrath of Heaven* has 'rush job' written all over it."
Our Score ★★★

NBA STREET VOL. 2

What you said: "I was never into sports games, but this one sold me. It made me do what I always hated being done to growing up. I kicked the weak kid off the team."
Your Score ★★★★★

Adam White
CRAZE3800@aol.com

What we said: "It's a rare game that blends culture and gaming, but a rare game that blends culture, gaming, and sports."
Our Score ★★★★★

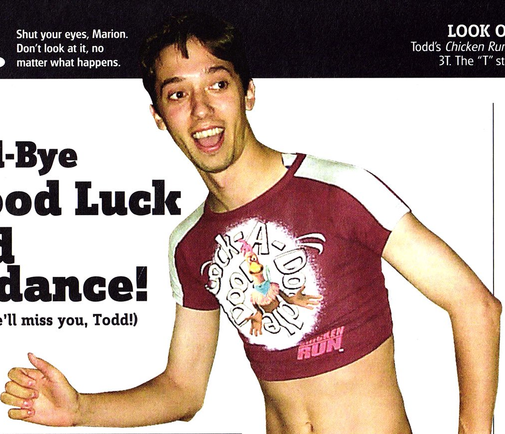
P.S.

Shut your eyes, Marion.
Don't look at it, no
matter what happens.

LOOK OUT, LADIES!
Todd's *Chicken Run* ensemble is size 3T. The "T" stands for "toddler."

Good-Bye Good Luck Good Riddance!

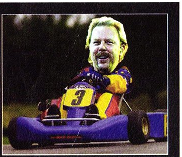
(We'll miss you, Todd!)

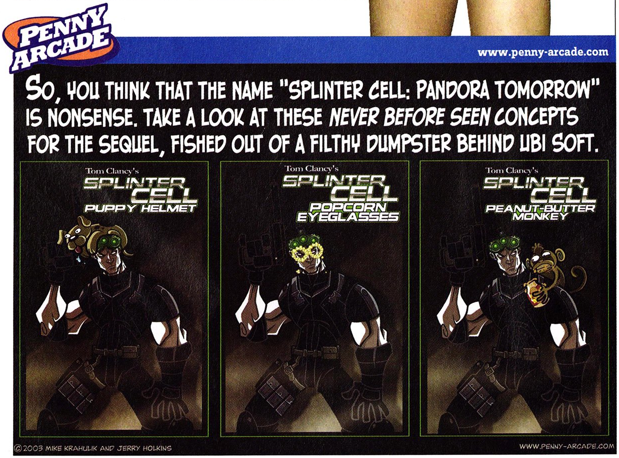

Cock-A-Doodle-Doo
CHICKEN RUN
CHICKEN RUN

DUMB LICENSE OF THE MONTH

Metallica does car combat

Vivendi Universal will publish the game in 2005, and the band will add voiceovers and their likenesses—plus, they'll record a new song exclusively for the game. Which makes perfect sense, because we can't think "Metallica" without thinking "car combat." Our best guesses for a title: "Body Damage, Inc.," "The Frayed Ends of My Clutch Cable," or perhaps "For Whom the Horn Honks."

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P.S.A.T.

(PlayStation Aptitude Test)

1. How old will the *Need for Speed* franchise be when *Need for Speed Underground* comes out?
   a. 5 years
   b. 7 years
   c. 9 years
   d. 10 years

2. How old will the *Mega Man* franchise be when *Mega Man X7* comes out?
   a. 7 years
   b. 9 years
   c. 10 years
   d. 14 years

3. How old will the *Prince of Persia* franchise be when *Prince of Persia: The Sands of Time* comes out?
   a. 5 years
   b. 7 years
   c. 9 years
   d. 14 years

4. How old will the *Gradius* franchise be when *Gradius V* comes out?
   a. 7 years
   b. 9 years
   c. 18 years
   d. 21 years

5. How old will the *Spy Hunter* franchise be when *Spy Hunter 2* (PS2) comes out?
   a. 15 years
   b. 20 years
   c. 25 years
   d. 30 years

Answers: 1. c, 2. c, 3. d, 4. c, 5. b

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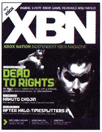
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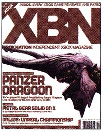
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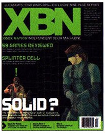
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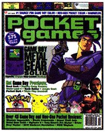
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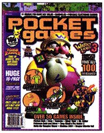
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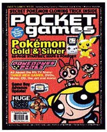
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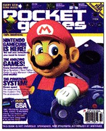
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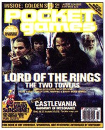
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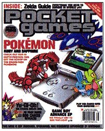
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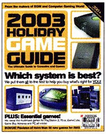
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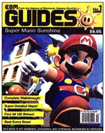
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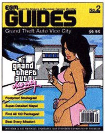
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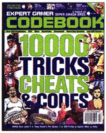
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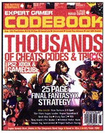
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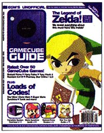
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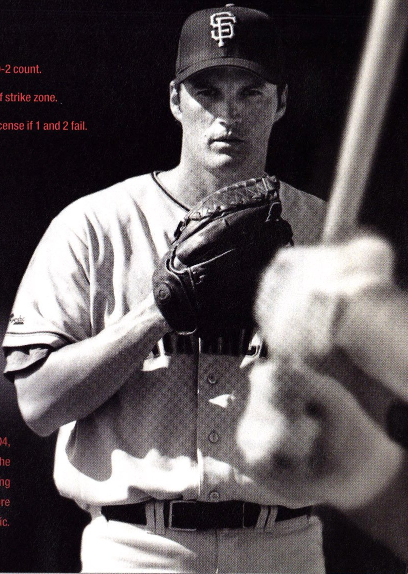

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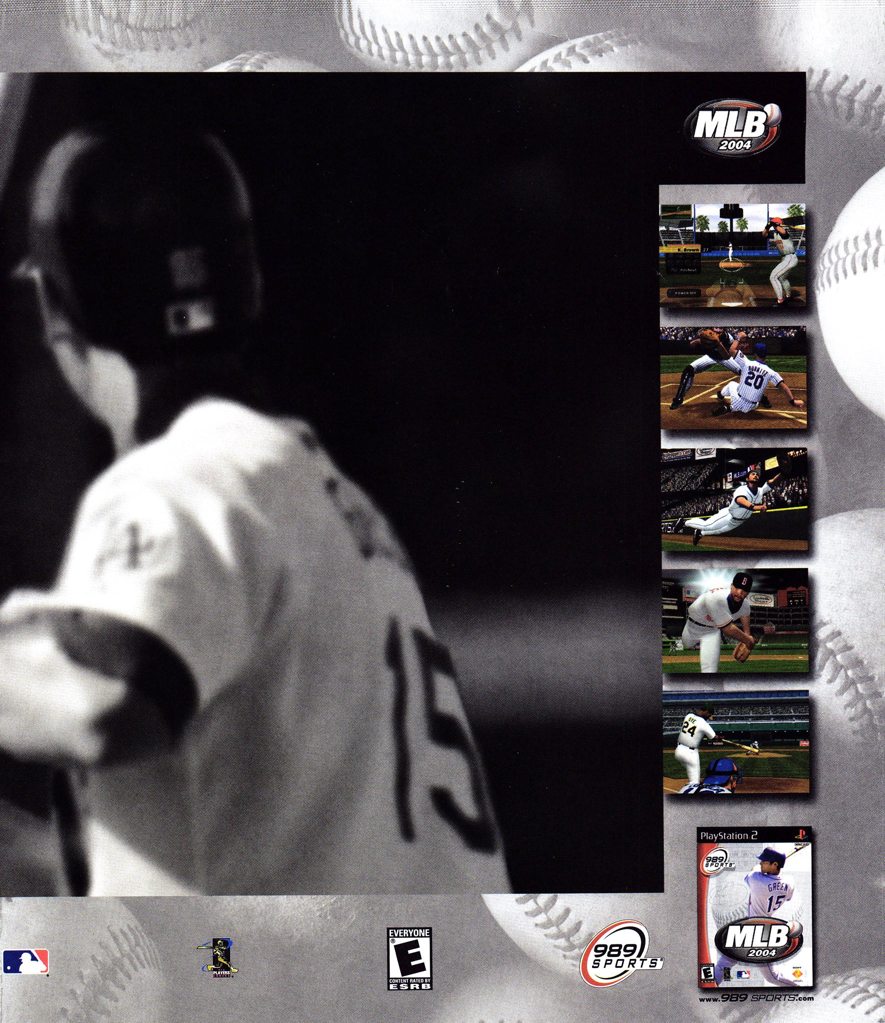
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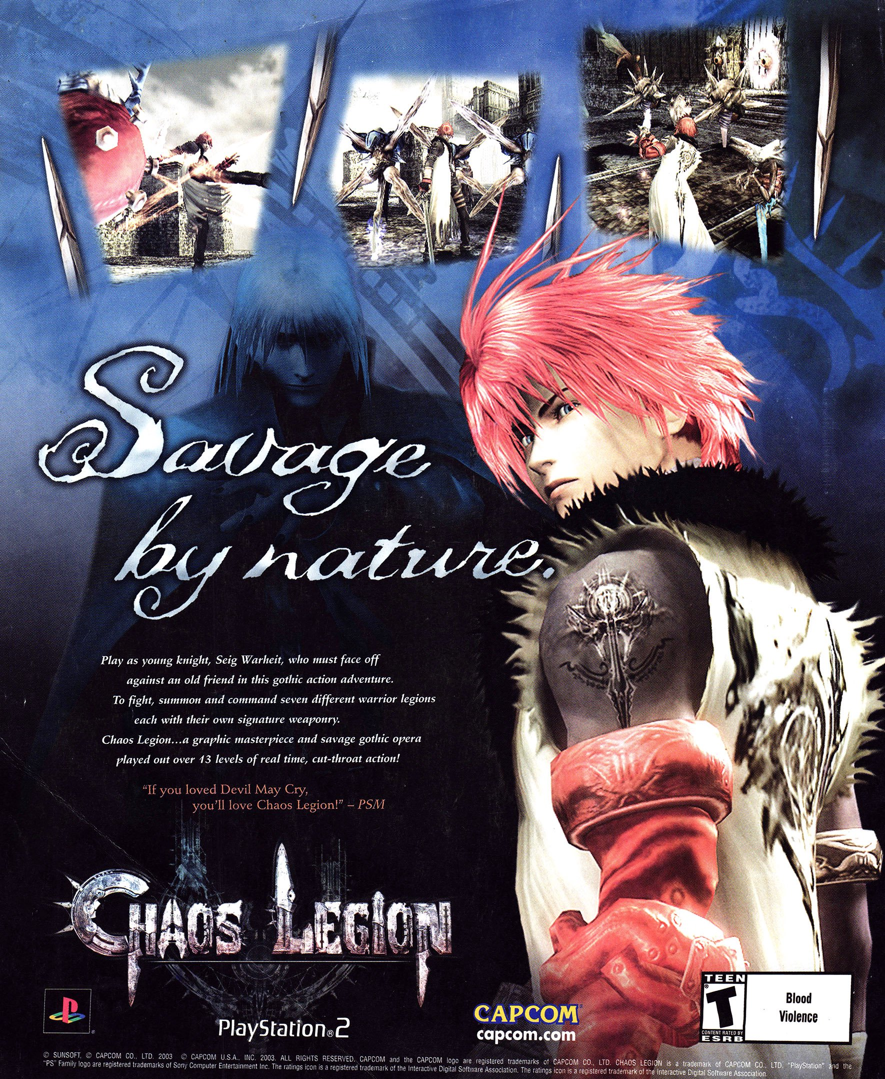

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